123 Flash Chat Server Software
User Manual
Version 8.0

http://www.123flashchat.com
Powered by TOPCMM

Contents

Introduction....5
Installation and Upgrade....5
- Installation....7
- For Windows User....9
- For Linux User....13
- For Mac User....15
- Storing Data in MySQL....15
- Server Requirements....16
- Client Requirements....18
- Hardware Requirements:....18
- Flash Player Requirements:....18
- Upgrade....18

Admin Panel....21
- License Info....24
- Code Generator....25
- Code Generation....26
- Basic System Settings....30
- View Settings....30
- Skin Settings....44
- Message Settings....49
- Sound Settings....53
- Cache Settings....55
- Custom Menu Item....56
- Advertising Settings....59
- Predefined Message....63
- Flash Emotion....65
- Sound Message....67
- Font Size Settings....70
- Greeting Settings....71
- Registration Settings....73
- Profile Settings....76
- Share Settings....80
- Room Settings....82
- Add a Room....83
- Delete a Room....113
- Modify a Room....114
- System Settings....115
- Basic System Settings....116
- Language Settings....116
- Filter Words....118

Integration Panel 119
Import Data 124
User Management 125
Add a User 126
Edit a User 126
Admin Account 128
User Groups Settings 132
Ban Settings 133
Module Settings 135
Friendlist Module 136
Encrypt-Message Module 138
Event-Chat Module 139
Invisible-Admin Module 140
Moderated-Chat Module 141
Change-Nickname Module 142
Avatar-Chat Module 143
Audio/Video Module 144
White-Board Module 147
File Transfer 149
Image-Transfer Module 153
FMS-Server-URL 156
Remote Controller Module 156
Handwriting 157
IM Friends Invitation 158
Live Show Module 162
New Post Notifier 166
System Management 168
Announcement Panel 168
Restart 169
Traffic Stat 170
Monitor Panel 172
Game Settings 172
Affiliate 174
Integrate 123LiveHelp 176
ubmit Ticket 179
Family Software 180
Website Integration 181
Database Integration 182
Auth-URL Integration 182
Website Theme/ Interface Integration 183
Chat Data Integration 185
User Profile Integration 187
DIY Skin and Smiley 189
For Developers 190

Chat Client Parameters....194
Html Chat Parameters....200
Avatar Chat Parameters....200
Avatar Chat Parameters Sample....202
Data API....203
Introduction....205
JavaScript....205
XML:....205
Query Data API List....205
Get Rooms Data API....205
Request....205
HTTP get parameters:....205
Response....206
JavaScript Example....206
XML Example....207
Get Room Online Users API....207
Request....207
Response....208
JavaScript Example....208
XML Example....208
Get Online API....209
Request....209
Response....209
JavaScript Example....209
XML Example....210
Push Data API List....210
System Message API....212
Broadcast API....213
Server API....214
Introduction....215
Get Server Running Status from the files....215
Get numbers....215
Get username list of each room....215
Send command to server to push or query the real-time data....216
Note:....216
add_room....216
del_room....220
edit_room....221
broadcast....225
private_message....227
start group....229
stop group....230
Friend List Integration....232

Introduction

123 Flash Chat Server Software is a real-time, powerful, high performance chat server product of TopCMM Software Corp. (http://www.topcmm.com/). This manual contains clearly-labeled diagrams and instructions for the installation, use, and administration of 123 Flash Chat Server Software. The trial edition of 123 Flash Chat Server Software is totally free and includes all features of the full version with a limitation of 10 concurrent users.

The latest information of 123 Flash Chat Server Software:

http://www.123flashchat.com.

Purchase online:

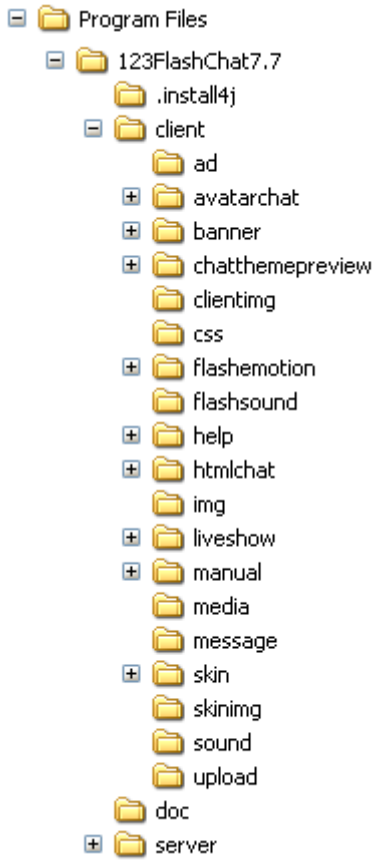
http://www.123flashchat.com/buy.html.

Installation and Upgrade

Two main versions for **123 Flash Chat Server Software** are available, one is for Windows and the other for Linux. Both include J2SDK5.0.

For operating systems other than Windows or Linux, before installing 123 Flash Chat Server, J2SDK5.0 must be installed(http://java.sun.com).

The following folders are contained in 123FlashChat installation folder:



Install Instructions (For license-buyer):

1. Download the latest 123FlashChat demo and install it.
http://www.123flashchat.com/download.html

2. Stop the chat server at first.
For Windows user: Start->All Programs->123 Flash Chat Server 7.7->Server->Stop 123 Flash Chat Server.
For Linux user: $ ./fcserver.sh stop

3. Put two keys into the corresponding folders.

3.1 Copy "fcserver.jar" file to: <123flashchat installation directory>/server/lib/

3.2 Copy "license.dat" file which we generated especially for your domain to: <123flashchat installation directory>/server/license/

4. Decide to use embedded Derby database or MySQL database (MySQL is recommended for most regular users), if you need to use MySQL, please

follow the instructions below, if you need to use the embedded database, please jump to the next section.

4.1 Create database.
Input the following instructions in the MS-DOS window in a Windows server or command prompt in a Linux server:
<mysql installation directory>/bin/mysql --user=[user] --password=[password] --execute="CREATE DATABASE flashchat CHARACTER SET utf8 COLLATE utf8_bin;"
The [user],[password] here is your MySQL account.

4.2 Import 123FlashChat table.
Enter the following commends in command prompt: <mysql installation directory>/bin/mysql --user=[user] --password=[password] --default-character-set=utf8 flashchat < <123flashhcat installation directory>/server/etc/mysql.sql.

4.3 Modify fcserver.xml.

4.3.1 Open this file: <123flashchat installation directory>/server/etc/fcserver.xml.

4.3.2 Find this node: <database-mode>Default</database-mode>, and change "Default" to MySQL.

4.3.3 Find this node: <database-server port="9001" ip="localhost" enable="On"></database-server>, and change enable="On" to enable="Off".

4.4 Configure Mysql.xml
Open this file: <123flashchat installation directory>server/etc/Mysql.xml, and configure the relevant parameters according to the instructions, the section between <connection-pool>...</connection-pool> is database connection pool configuration and may be not need to be modified.

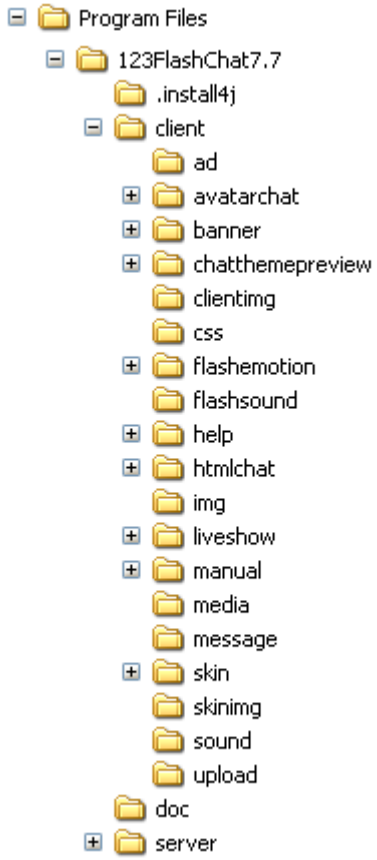
5. Starting the chat server to launch the full version!
(Your license information can be found in the About window.)

Installation

Two main versions for **123 Flash Chat Server Software** are available, one is for Windows and the other for Linux. Both include J2SDK5.0.

For operating systems other than Windows or Linux, before installing 123 Flash Chat Server, J2SDK5.0 must be installed(http://java.sun.com).

The following folders are contained in 123FlashChat install folder:



Install Instructions(For license-buyer):

1. Download the lastest 123FlashChat demo version and install it.
http://www.123flashchat.com/download.html

2. Stop the chat server at first.
Linux/Mac:
#cd <123flashchat7.6 installation directory>/server/
#./fcserver stop
Windows:
Start->Programs->123FlashChat7.6->Server->Stop 123 Flash Chat

3. Put two keys into the specific folders.
(3.1) Copy "fcserver.jar" file to: <123flashchat installation directory>/server/lib/
(3.2) Copy "license.dat" file which we generated especially for your domain to: <123flashchat installation directory>/server/license/

4. Decide to use embedded Derby database or MySQL database (MySQL is recommended for most users), if you need to use MySQL, please follow the instructions below, if you need to use the embedded database, please jump to the next section.
(4.1) Create database.
Input the following instructions in the MS-DOS window in a Windows server or command prompt in a Linux server:
<mysql installed directory>/bin/mysql --user=[user] --password=[password] --execute="CREATE DATABASE flashchat CHARACTER SET utf8 COLLATE utf8_bin;"
The [user], [password] here is MySQL account.
(4.2) Import 123FlashChat table.
Enter the following commends in command prompt: <mysql installed directory>/bin/mysql --user=[user] --password=[password] --default-character-set=utf8 flashchat < <123flashhcat installation directory>/server/etc/mysql.sql.
(4.3) Modify fcserver.xml.
4.3.1 Open this file: <123flashchat installation directory>/server/etc/fcserver.xml.
4.3.2 Find this node: <database-mode>Derby</database-mode>, and change "Derby" to MySQL.
4.3.3 Find this node: <database-server port="10702" ip="localhost" enable="On"></database-server>, and change enable="On" to enable="Off".
(4.4) Configure Mysql.xml
Open this file: <123flashchat installation directory>server/etc/Mysql.xml, and configure the relevant parameters according to the instructions, the section between <connection-pool>...</connection-pool> is database connection pool configuration and may be not need to be modified.

5. Starting the chat server to launch the full version!
(Your license information can be found in the about window.)
Linux/Mac:
#cd <123flashchat7.6 installation directory>/server/
#./fcserver start
Windows:
Start->All Programs->123FlashChat7.6->Server->Start 123 Flash Chat

For Windows User

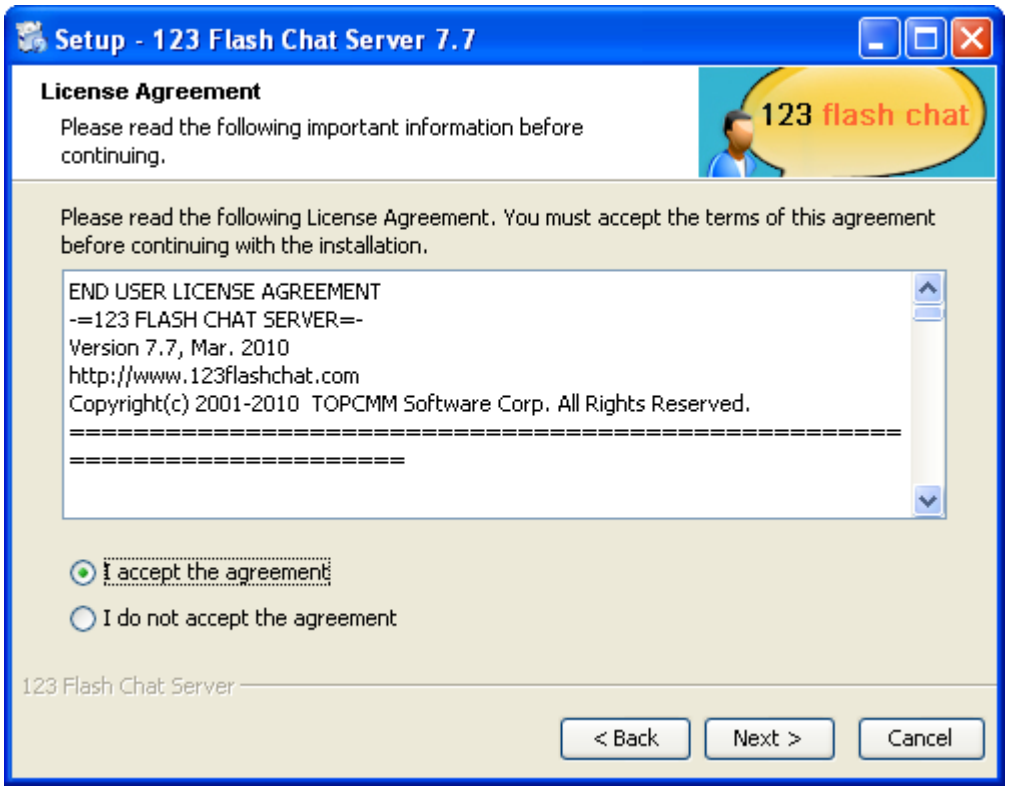
To install 123 Flash Chat Software on Windows

1. Download the latest Windows version of **123 Flash Chat Software** at: http://www.123flashchat.com/download.html.

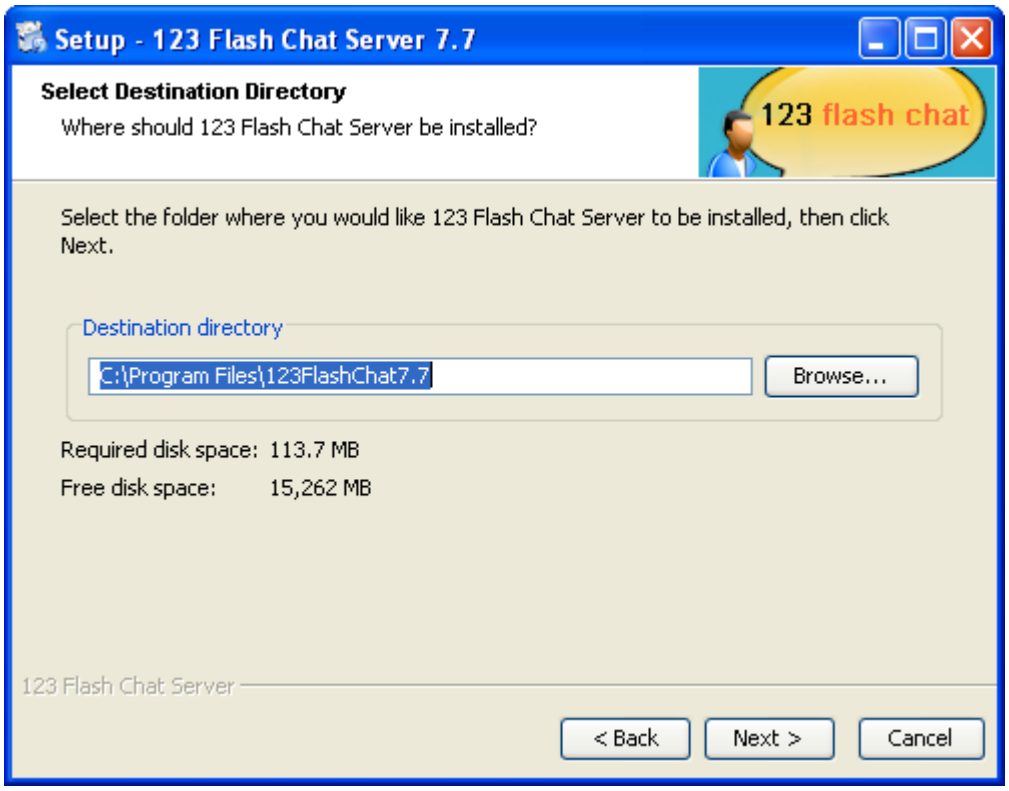
2. Double-click 123flashchat.exe:

3. Click **Next** button:

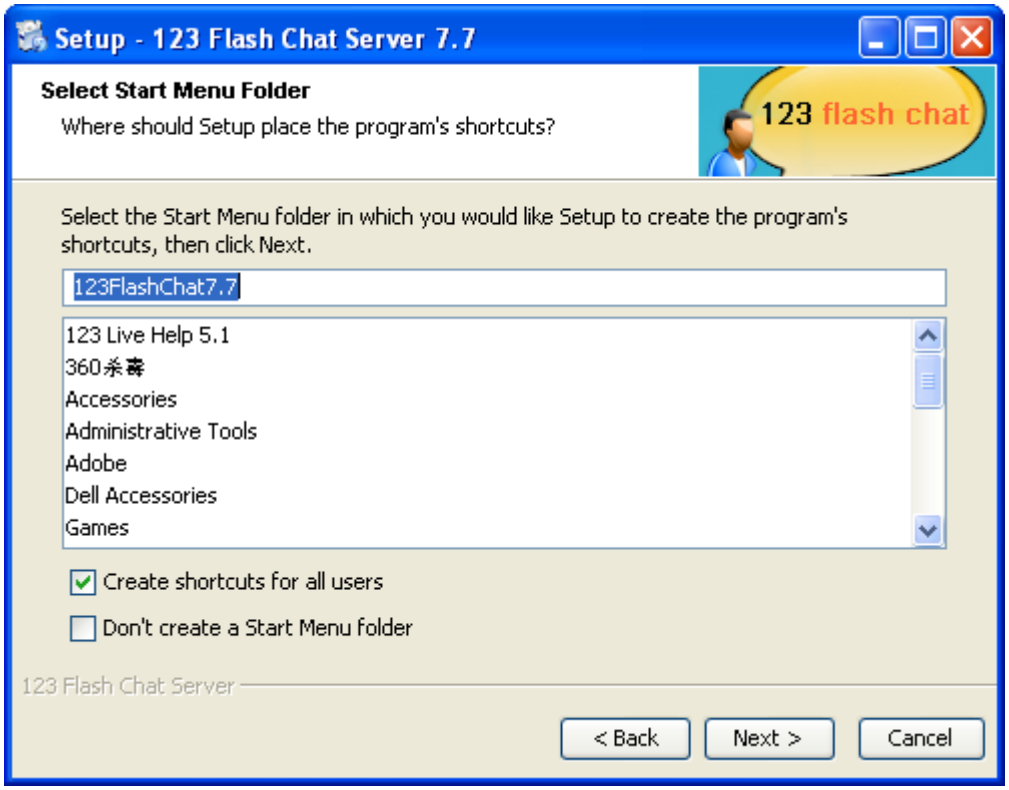
4. Select **I accept the terms in the License Agreement**, click **Next** button;



5. Enter your destination folder, for example C:\Program Files\123FlashChatServer7.7 and click **Next**.



6. Click **Install** and it will take a few seconds to complete the installation.



7. Click **Finish** to finish the installation. After **123 Flash Chat Server** is installed, please wait a few seconds. **123 Flash Chat Server** will be automatically started as an Windows NT service. (Usually, you need not to start it by hands).

8. Start 123flashchat manually:
If you need to start it by hand, you can navigate to Start-All Programs-123 Flash Chat 7.7-Server, and choose start in windows mode or console mode.

9. Stop 123flashchat manually:
If you need to stop it by hand, you can navigate to Start-All Programs-123 Flash Chat 7.7-Server, and click **Stop 123 Flash Chat.**

10. Restart 123flashchat manually:
If you need to restart it by hand, you can navigate to Start-All Programs-123Flash Chat Server7.7-Server and click **Restart 123 Flash Chat.**

After installation, if you may need to store your data (such as your old user information and room information) in MySQL, please click here.

For Linux User

Install Instructions:
1. Download the 123 Flash Chat Linux Trial Edition installation file:
For 32 bit:
wget http://www.123flashchat.com/download/123flashchat.sh

For 64 bit:
wget http://www.123flashchat.com/download/123flashchat_x64.sh

2. Execute the following commands (If you want to install the service during the installing process, please use "root" to excute the following command):
For 32 bit:
sh 123flashchat.sh

For 64 bit:
sh 123flashchat_x64.sh

When you executed the above commands, the system will give you some prompts to complete the installation.
Please follow those prompts exactly so that the successful installation is guaranteed.

Command List:
1. Start the server manually
cd <123flashchat installation directory>/server
./fcserver start

2. Stop the server manually
cd <123flashchat installation directory>/server
./fcsrever stop

3. Restart the server manually
cd <123flashchat installation directory>/server
./fcserver stop
./fcserver start

4. Install Service manually (please use "root" to excute the following command)
cd <123flashchat installation directory>/server
./install_service

Adjust the memory allocation for the server as follows:
cd <123flashchat installation directory>/server
vi fcserver.vmoptions
At the last line of this file, there is a symbol "#", remove it and adjust the value followed by the Xmx, then save your adjustments.
./fcserver stop
./fcserver start

For Mac User

For Mac users

1. Download the latest version of **123 Flash Chat Server Software**(without JVM) from: http://www.123flashchat.com/download/123flashchat.dmg

2. Double-click the 123flashchat.dmg

The next steps are the same as installing it on the windows.

After installation, if you may need to store your data (such as your old user information and room information) in MySQL, please click here.

Storing Data in MySQL

If you need to store your data (such as user information or room information) in MySQL and you have had 123 Flash Chat v7.7 installed on your server, please follow the instructions below:

1 Create database

Start a command prompt in Windows or a Terminal in Linux, and run the following commands:

<mysql installation directory>/bin/mysql --user=[user] --password=[password] --execute="CREATE DATABASE flashchat CHARACTER SET utf8 COLLATE utf8_bin;"

[user] and [password] is your MySQL account.

2 Import flashchat tables:

Please run the following commands: <mysql installation directory>/bin/mysql --user=[user] --password=[password] --default-character-set=utf8 flashchat < <123flashhcat installation directory>/server/etc/mysql.sql

3 Edit fcserver.xml

3.1 Open this file: <123flashchat installation directory>/server/etc/fcserver.xml

3.2 Find this node: <database-mode>Derby</database-mode>, change "Derby" to "MySQL".

3.3 Find this node: <database-server port="10702" ip="localhost" enable="On"></database-server>

And change enable="On" to enable="Off".

4 Configure Mysql.xml

Open <123flashchat installation directory>server/etc/Mysql.xml, and configure the parameters according to the instruction, and this section: <connection-pool>...</connection-pool> is mainly used for database connection pool configuration, so it is unnecessary to modify.

5 Restart your chat server.

Server Requirements

Supported Platforms
Hardware Requirements
Java Virtual Machine(JVM) Requirements
Port Requirements

Supported Platforms
Windows 95/98/NT/ME/2000/XP/Vista
Solaris/Sparc 2.6, 7,8,9
Solaris/Intel 2.6,7,8,9
Compaq Tru64
IRIX
HP-UX 10.20, 11
AIX 4.3.x
Linux Redhat 6.3, 7.1, 7.2, 7.3, 9
Linux Caldera
TurboLinux
Mac OS Classic 8.1 - 9.X
Mac OS X 10.0 - 10.1
Mac OS X Server

Hardware Requirements
123 Flash Chat Server Software will be compatible with most server hardware.

The minimum hardware requirements are as follows:

586/200 MHz or faster processor
64 MB of RAM or more
100 MB free hard disk space or more

Dedicated PII/400 MHz with 256 MB RAM is eligible to handle 500 or more concurrent users.

Adding extra RAM and processors will improve the performance of 123 Flash Chat.

Java Virtual Machine(JVM) Requirements
A Java Virtual Machine (JVM), or a Java Developer Kit (JDK), fully compliant with the Sun J2SDK 5.0 is required to run the 123 Flash Chat server. We recommend J2SDK 5.0 or a higher version.

For the current version of JDK, visit http://java.sun.com/.

Note: The Windows and Linux versions of 123 Flash Chat Server Software now include Sun J2SDK 5.0 so it won't be necessary to install JDK again.

Port Requirements
123 Flash Chat Server Software needs at least ONE free port. The default port is: 51127

123 Flash Chat Server Software can listen to two ports simultaneously to guarantee the accessibility:
a low one (<1024) and a high one (1024~65535).

To ensure your users don't have to configure a firewall before accessing 123 Flash Chat, the low port can be set to 80 or 443, since it is allowed by most users' firewalls.

But remember, ports below 1024 can only be accessed using flash player 7 or 8. That's why you may set a high port (1024~65535) to serve lower version flash player.

123 Flash Chat Server Software has a built-in web server JUST for testing purpose. The default port value for this web server is 35555.

Note: In Linux, only root user can start the ports below 1024.

Client Requirements

Hardware Requirements:

586/166 MHz or faster processor
64 MB of RAM or more.

Flash Player Requirements:

The client will need Macromedia Flash Player 7 or above to use the flash chat client. If users do not have flash player 7 or higher installed, they will be notified of these requirements and automatically redirected to Macromedia Download Center to download Macromedia Flash Player for free.

Upgrade

1. Upgrade v7.0(for 123FlashChat v7.0 user who uses hsqldb) to 123FlashChat v7.7

1.1 Stop 123FlashChat v7.0.

Linux:

#cd <123flashchat7.0 installation directory>/server/

#./fcserver.sh stop

Windows:

Start->All Programs->123 Flash Chat 7.0 Server->Server->Stop 123 Flash Chat

1.2 Download and install 123FlashChat v7.7.

1.3 Stop 123FlashChat v7.7.

Linux/Mac:

#cd <123flashchat7.7 installation directory>/server/

#./fcserver stop

Windows:

Start->Programs->123FlashChat7.7->Server->Stop 123 Flash Chat

1.4 Copy <123flashchat7.0 installation directory>/server/data to <123flashchat7.7 installation directory>/server/.

1.5 Copy <123flashchat7.0 installation directory>/server/etc/DefaultDB.xml to <123flashchat7.7 installation

directory>/server/etc.

1.6 Copy <123flashchat7.0 installation directory>/server/etc/groups to <123flashchat7.7 installation directory>/server/etc.

1.7 Start 123FlashChat v7.7 with parameters to import data.

Linux:

#cd <123flashchat7.7 installation directory>/server/

#./fcserver_console hsqldb

Windows:

#cd <123flashchat7.7 installation directory>/server/

#fcserver_console hsqldb

When you get this message: "Data transfer is completed!", this indicates that the data import is successfully finished, if you get this message:"Data transfer error: xxxx ", please contact us.

1.8 Start 123FlashChat v7.7.

Linux/Mac:

#cd <123flashchat7.7 installation directory>/server/

#./fcserver start

Windows:

Start->All Programs->123FlashChat7.7->Server->Start 123 Flash Chat

2. Upgrade v7.x(for 123Flashchat v7.0 user who use MySQL or 123Flashchat v7.x user) to 123FlashChat v7.7

2.1 Stop 123FlshChat v7.x.

Linux:

#cd <123flashchat7.x installation directory>/server/

#./fcserver.sh stop

Windows:

Start->All Programs->123 Flash Chat 7.x Server->Server->Stop 123 Flash Chat

2.2 Download and install 123FlashChat v7.7.

2.3 Copy <123flashchat7.x installation directory>/server/data to <123flashchat7.7 installation directory>/server/.

2.4 Copy <123flashchat7.x installation directory>/server/etc to <123flashchat7.7 installation directory>/server/.

2.5 Please skip this step if you are v7.0 user, copy <123flashchat7.x installation directory>/server/database to <123flashchat7.7 installation directory>/server/.

2.6 Start 123FlashChat v7.7.

Linux:

#cd <123flashchat7.7 installation directory>/server/

#./fcserver start

Windows:

Start->All Programs->123FlashChat7.7->Server->Start 123 Flash Chat

3. Upgrade to 123FlashChat v7.7 from 123FlashChat v6.9.x

3.1 Stop 123FlashChat v6.9.x

Linux:

#cd <123flashchat6.9.x installation directory>/server/

#./fcserver.sh stop

Windows:

Start->All Programs->123 Flash Chat 6.9.x Server->Server->Stop 123 Flash Chat

3.2 Please refer to the installation guidance to install 123FlashChat v7.7.

3.3 Log in Admin Panel with admin account.

3.4 Navigate to System Settings->Import Data, input the address of <123flashchat 6.9.x installation directory>/server, and press Import Button to import data.

4. The guidance for the 123FlashChat v7.7 user who needs to upgrade to use MySQL after using embedded database for some time.

4.1. Configure MySQL according to the Step 2 of Installation Guidance.

4.2. Stop 123FlashChat v7.7.

Linux/Mac:

#cd <123flashchat7.7 installation directory>/server/

#./fcserver stop

Windows:

Start->Programs->123FlashChat7.7->Server->Stop 123 Flash Chat

4.3 Start 123FlashChat v7.7 with parameters to import data.

Linux:

#cd <123flashchat7.7 installation directory>/server/

#./fcserver_console derby

Windows:

#cd <123flashchat7.7 installation directory>/server/

#fcserver_console derby

When you get this message: "Data transfer is completed!", this indicates that the data import is successfully finished, if you get this message: "Data transfer error: xxxx", please contact us.

4.4. Start 123FlashChat v7.7

Linux/Mac:

#cd <123flashchat7.7 installation directory>/server/

#./fcserver start

Windows:

Start->All Programs->123FlashChat7.7->Server->Start 123 Flash Chat

Admin Panel

In **Admin Panel**, you can configure the chat logo and filter words, manage rooms and admin accounts, ban user or ban IP, make announcements, setup chat robots, configure the chat modules and so on.

To access **Admin Panel**:

1. Please enter "admin/admin" as username/password pair:

2. Click **Login**:

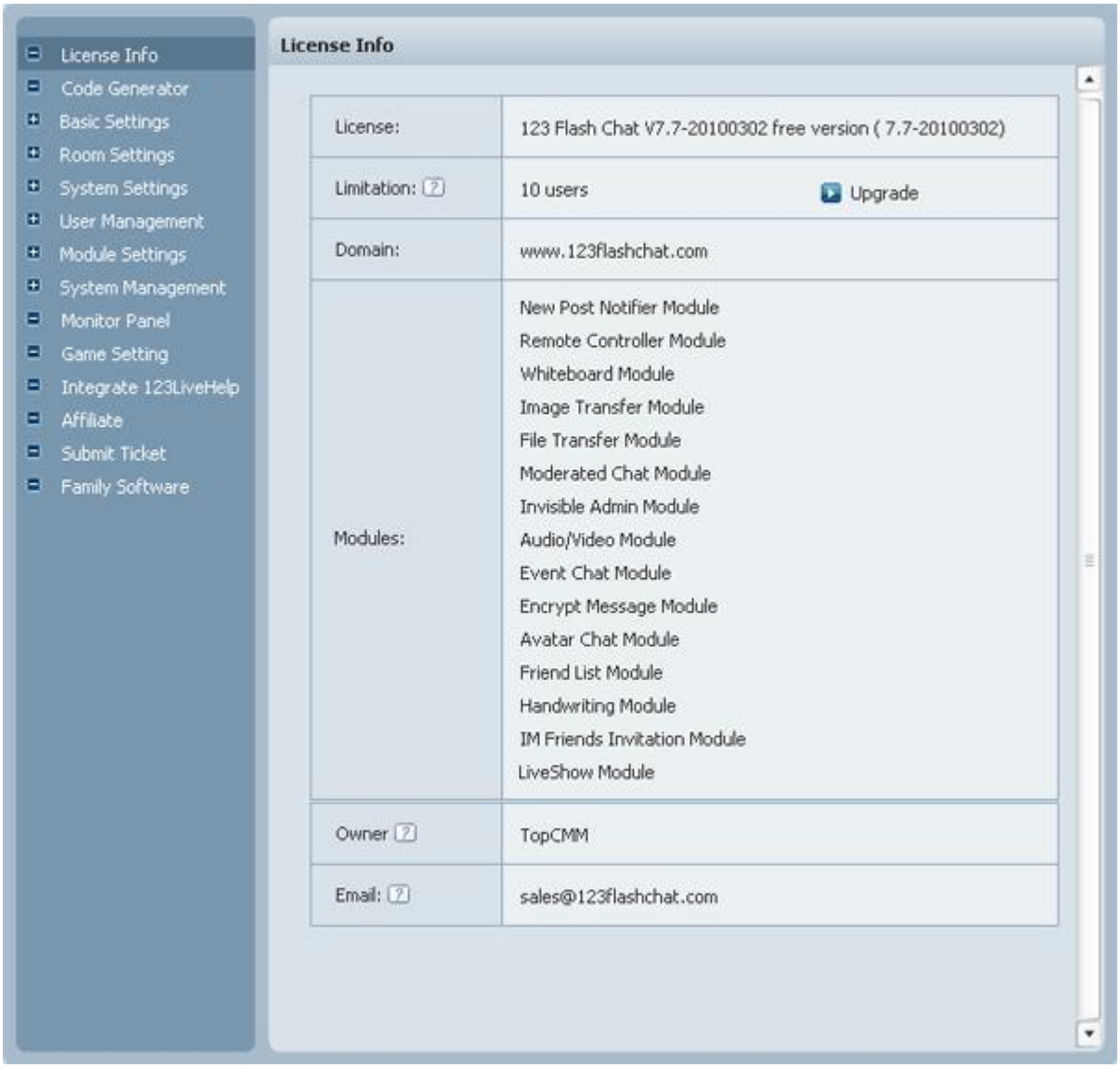
3 Click **Admin**:

Input the password "admin" and click **Login**, you will enter **Admin Panel**.

Note: By default username/password pair is admin/admin. Be sure to change the password to avoid being hacked after logging in the admin panel for the first time.

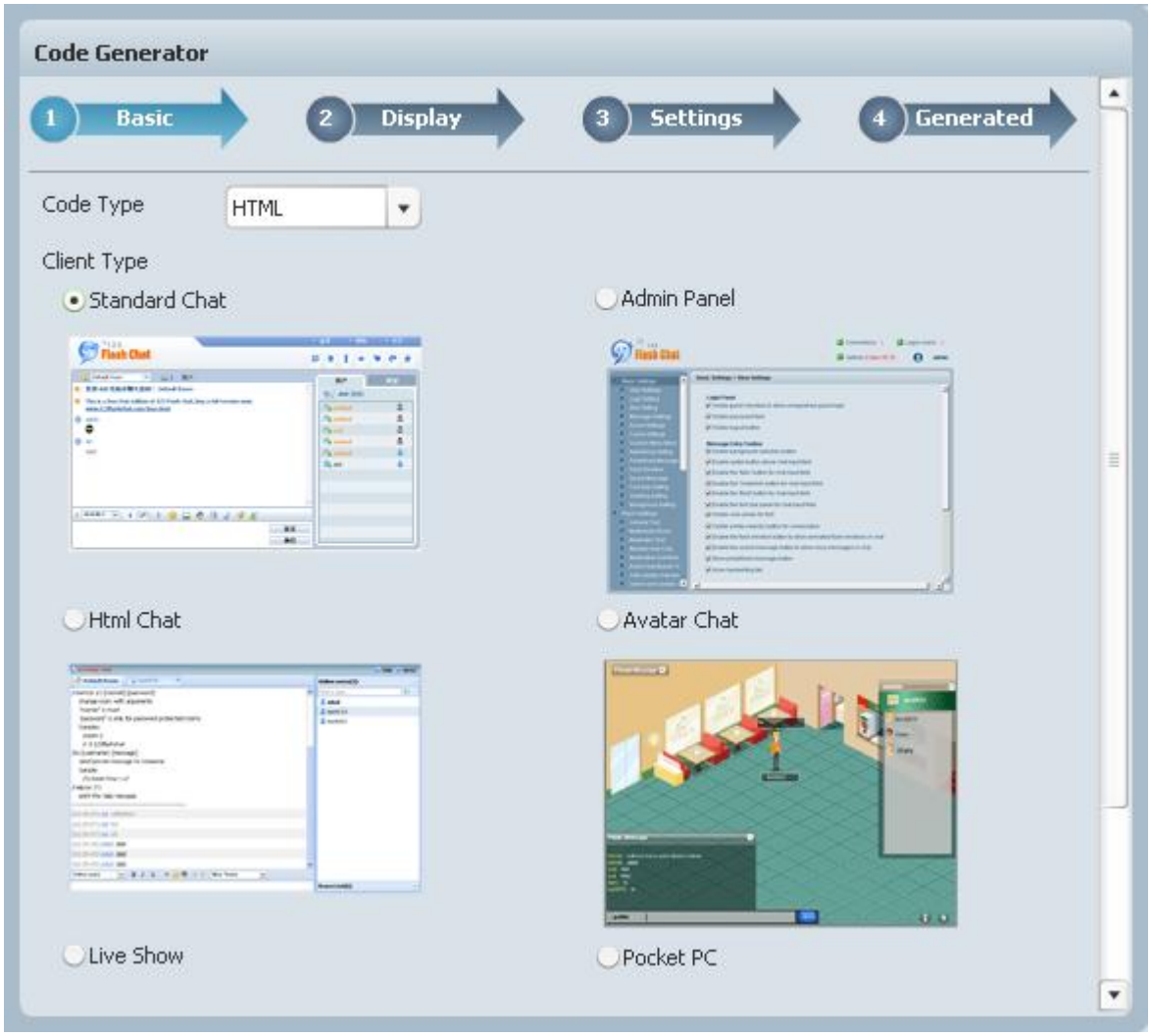
License Info

License Info locates at the top of the navigation bar in **Admin Panel** which aims to provide a convenient way for our customer to view the license information.



Code Generator

Code Generator provides a simple way to generate the embeded code for your chat:



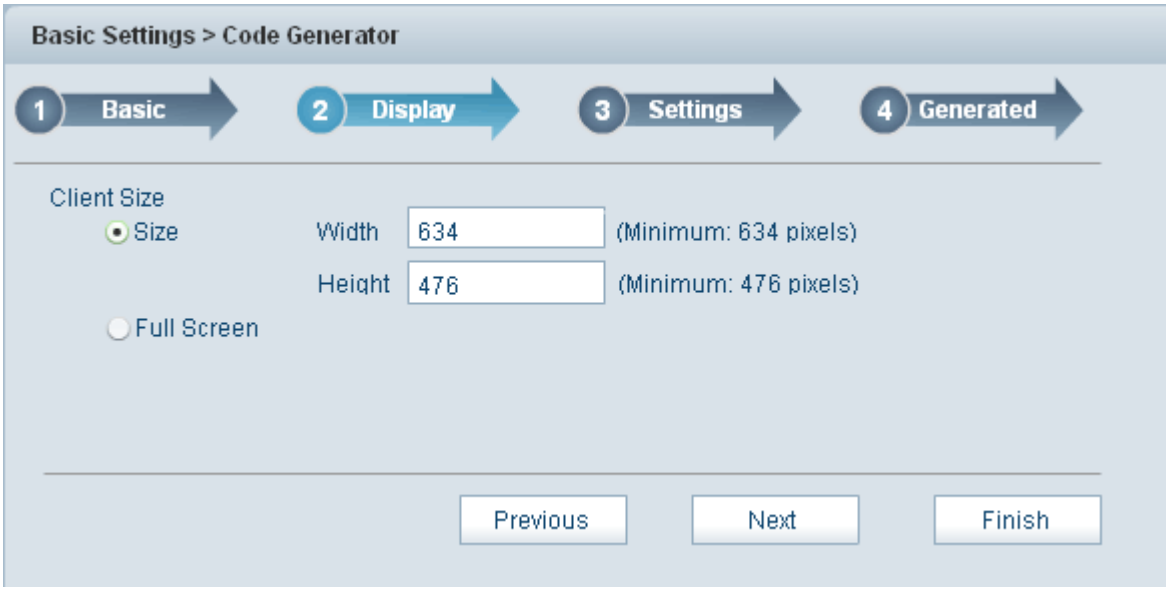
Code Generation

To generate code for your chat:

1. Select the code type you need to generate in **Code Type** drop-down list, considering its better compatibility performance, we recommend JavaScript.

2. You can choose the client type that you need to generate code here, they are may be **Standard chat, Admin panel, Lite chat, Avatar chat, Html chat, Pocket PC chat** or **Banner chat.**

3. Enter the size of client end, you may set it to specific size or full screen.



4. Enter Chat server host name or IP.

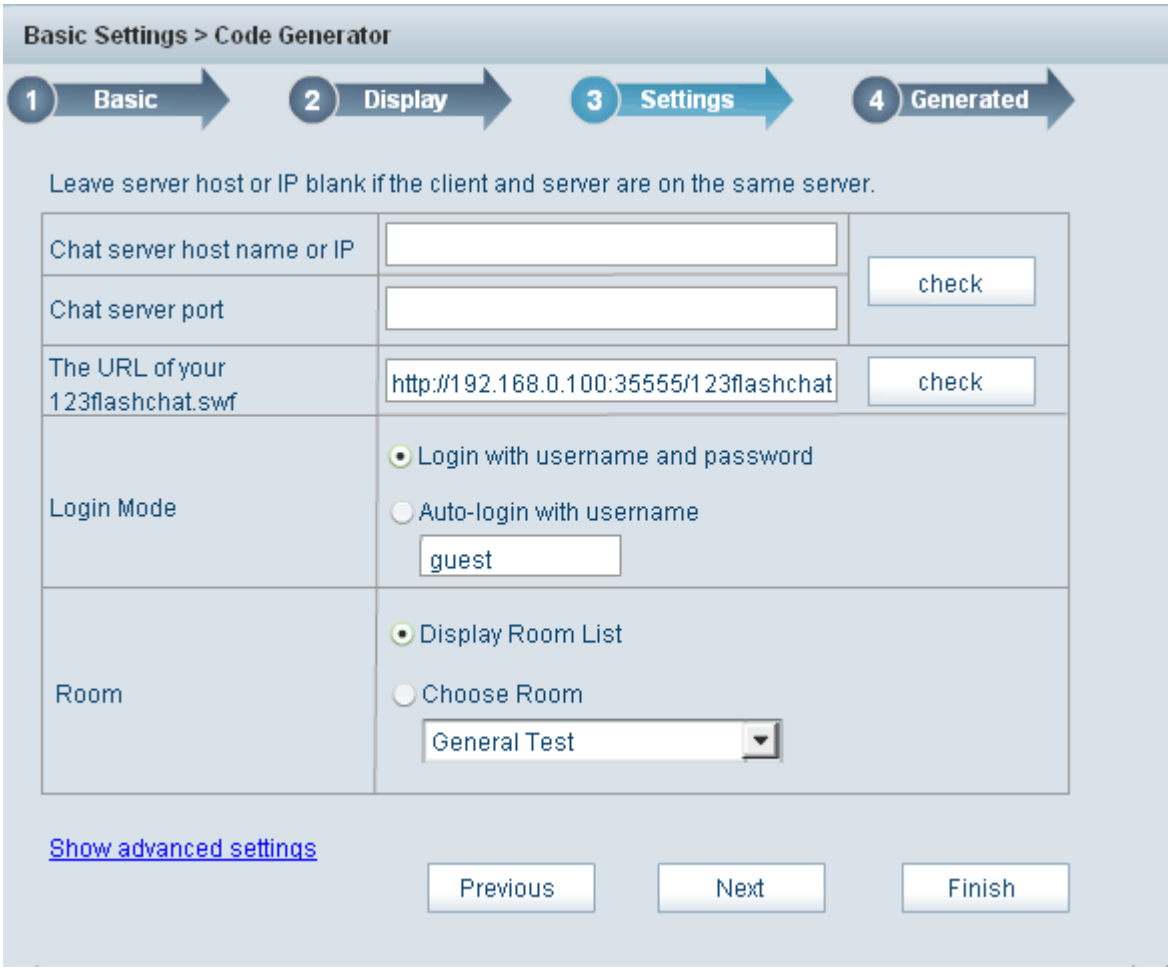
You can enter your chat server's host name or IP at here, due to the limited usable resource of VDS/VPS, we recommend our customer to use a dedicated

server to host 123flashchat, and we also provide hosting service features with reasonable price and authoritative technical support, click here for more detailed information.

5. Enter chat port.

6. Enter the URL of your 123flashchat.swf.

7. Select login mode.

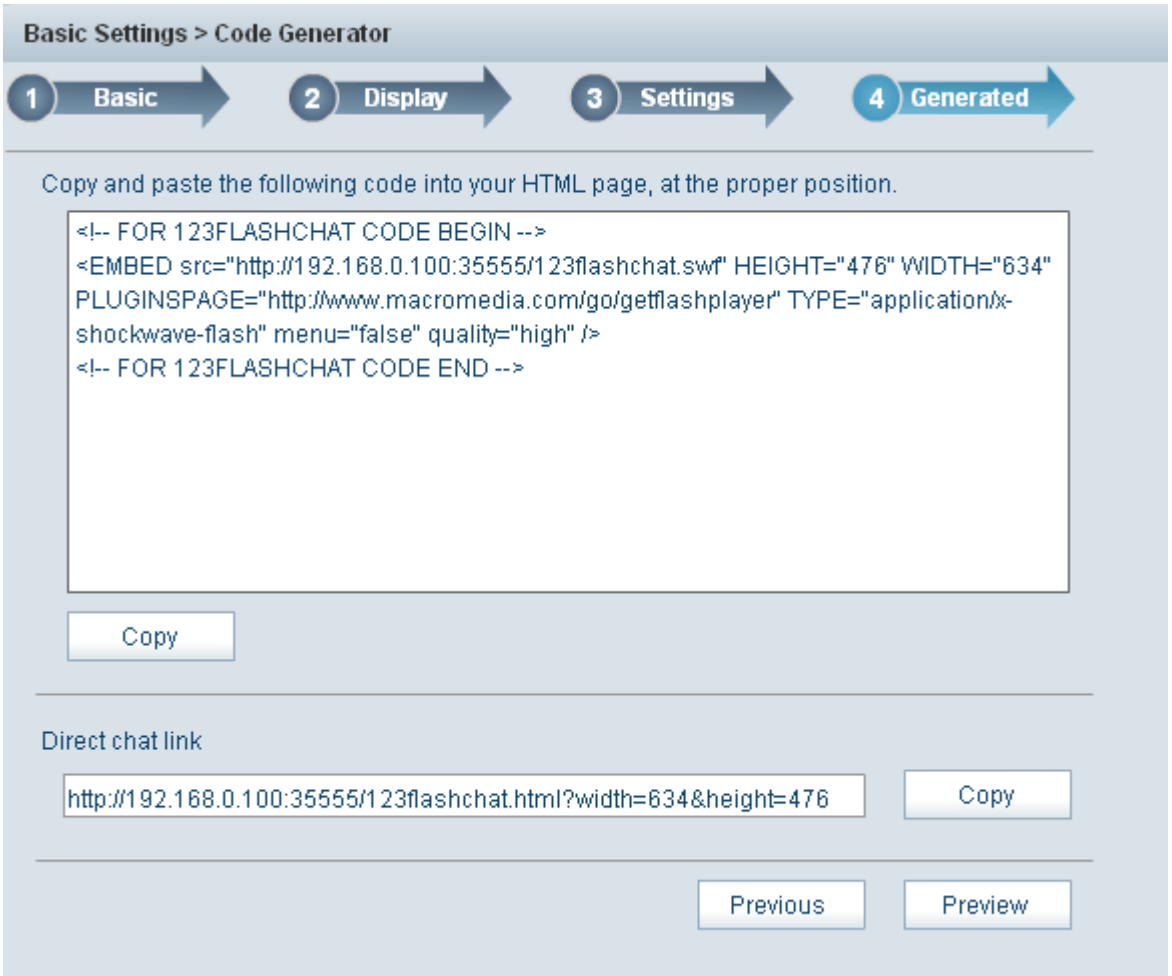


Select room that will show when loading.

9. If you need to configure the parameters of your Secondary server URL, Secondary TCP port, HTTP server address and HTTP port, pleae click Show advanced settings:

10. Click **Finished** to generate code.

11. Click **Copy** to copy the embedded code.



12. Insert the code into your webpage.

Note:
If the chat client fails to be loaded after the above code was inserted into your webpage, please check the path of "123flashchat.swf" file and make sure"123flashchat.swf" is located in another web folder, like:

http://www.youdomain.com/chat/123flashchat.swf

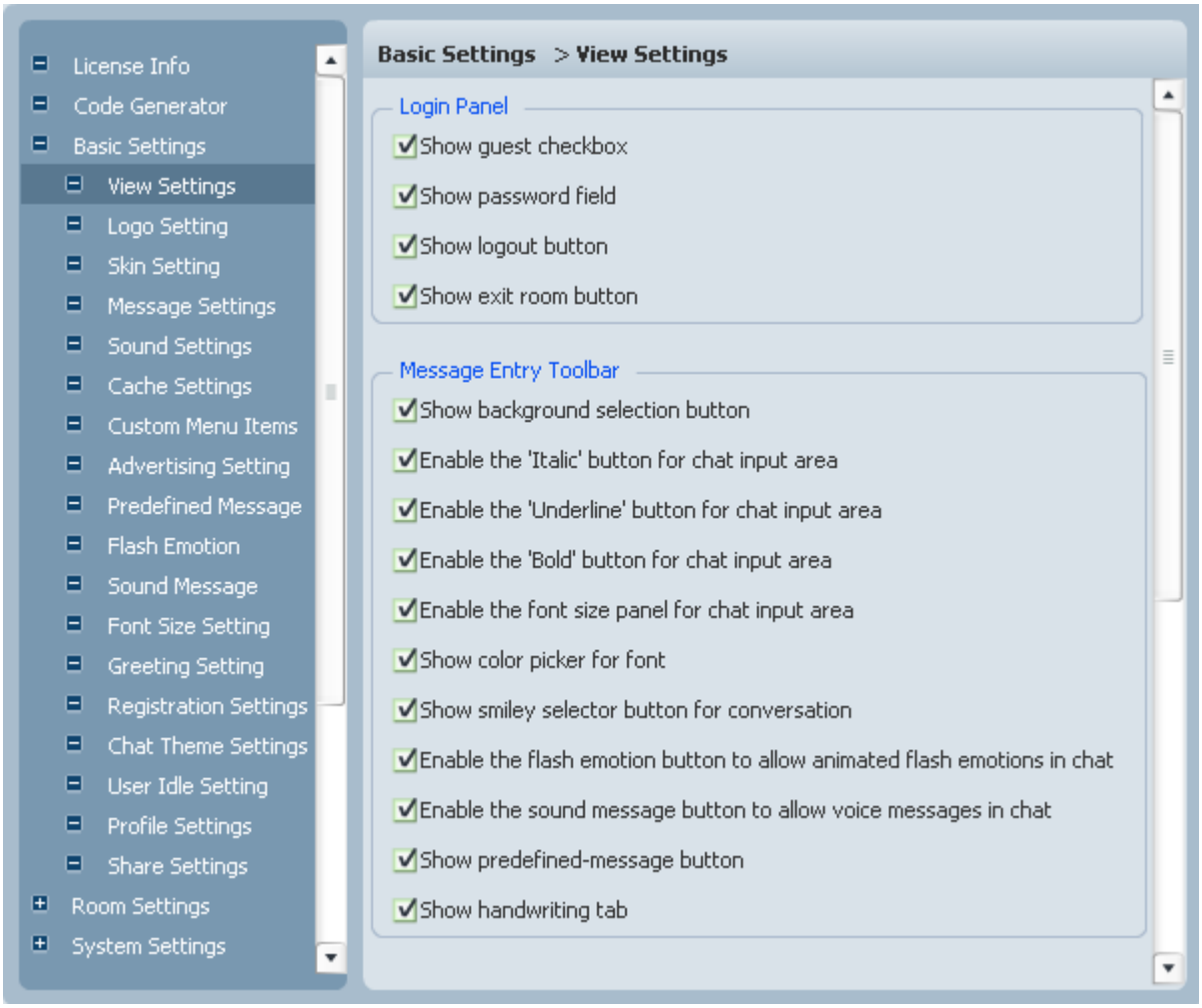
The absolute URL is required like this:

```
<script language="javascript"
src="http://www.youdomain.com/chat/123flashchat.js">
</script>
<script language="javascript">
openSWF("http://www.youdomain.com/chat/123flashchat.swf","634","476");
</script>
```

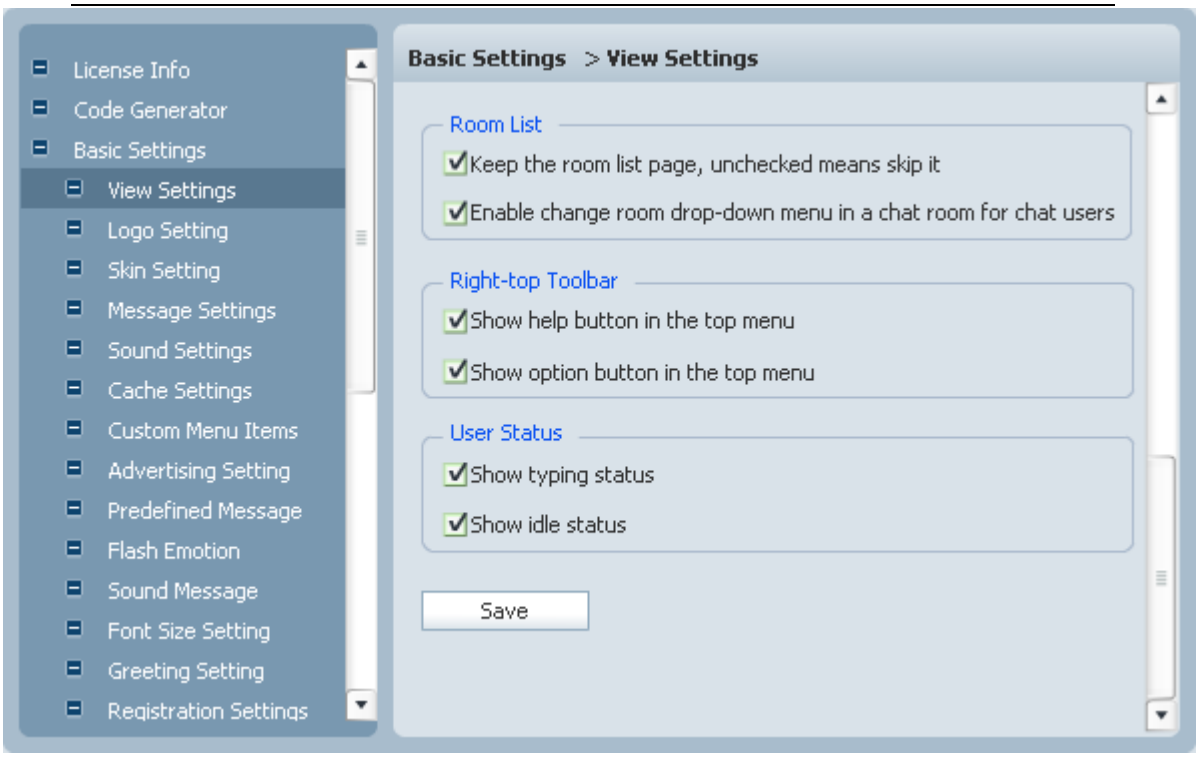
Basic System Settings

View Settings

Here you configure login panel, message entry toolbar, room list, right-top toolbar and user list status, looking at the first picture, which is the top half of the "View Settings" panel.



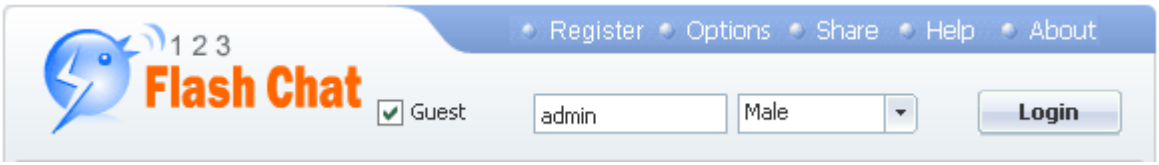
The next one is the latter half the "View Settings" panel.



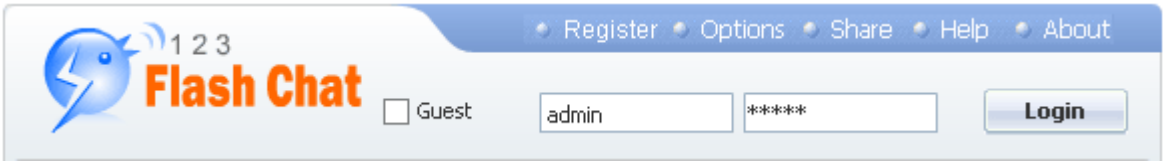
Parameter	Description
Login Panel	Hide or display the login/logout/password button.
Message Toolbar Buttons	Enable/Disable some buttons in chat input field.
Room List	Enable/Disable the room list and drop-down menu for room-changing.
Right-Top Buttons	Hide/Show the Right-Top Button of front Page and Exit room button.
User list Information	Display the status of user in chat room.

Visible guest checkbox to allow unregistered guest login

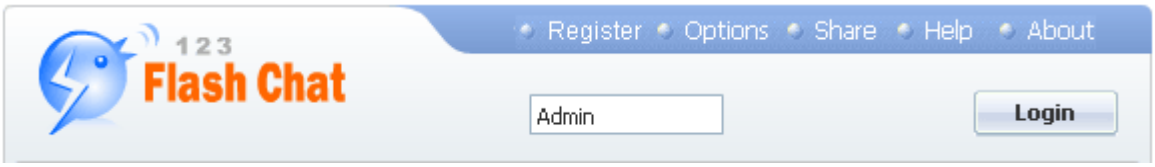
With this featured enabled, unregistered users can log in chat room without entering password. With it disabled, only registered users are allowed to log in.



Visible password filed

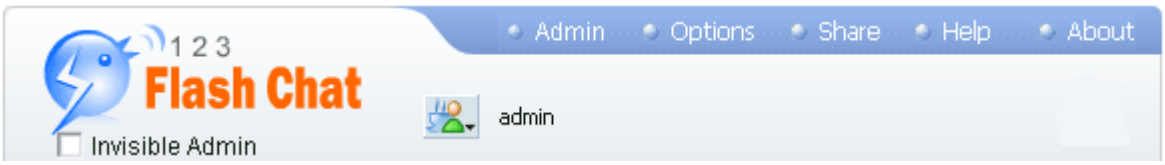


With this feature disabled, password entry filed will be invisible.

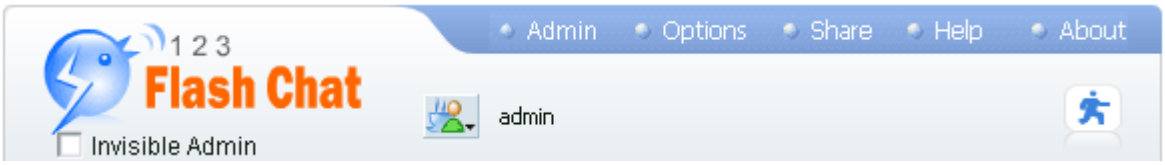


Visible logout button

With this feature disabled, **Logout** button will be invisible in login panel.

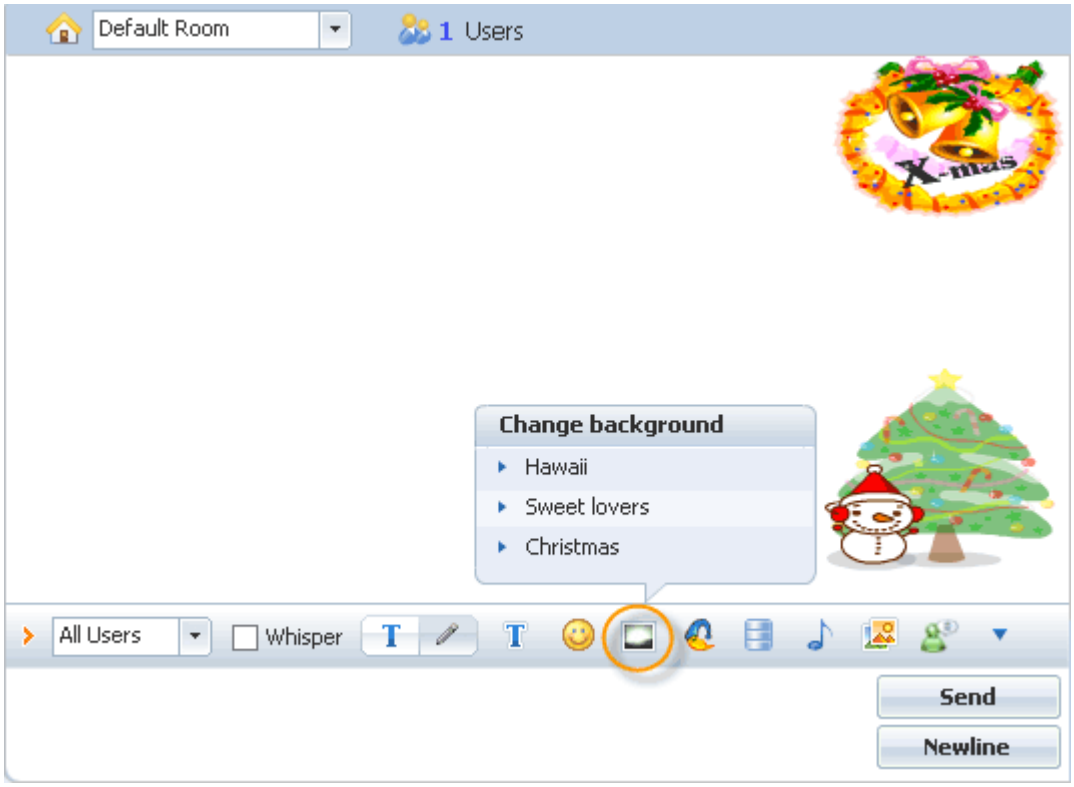


With it abled:



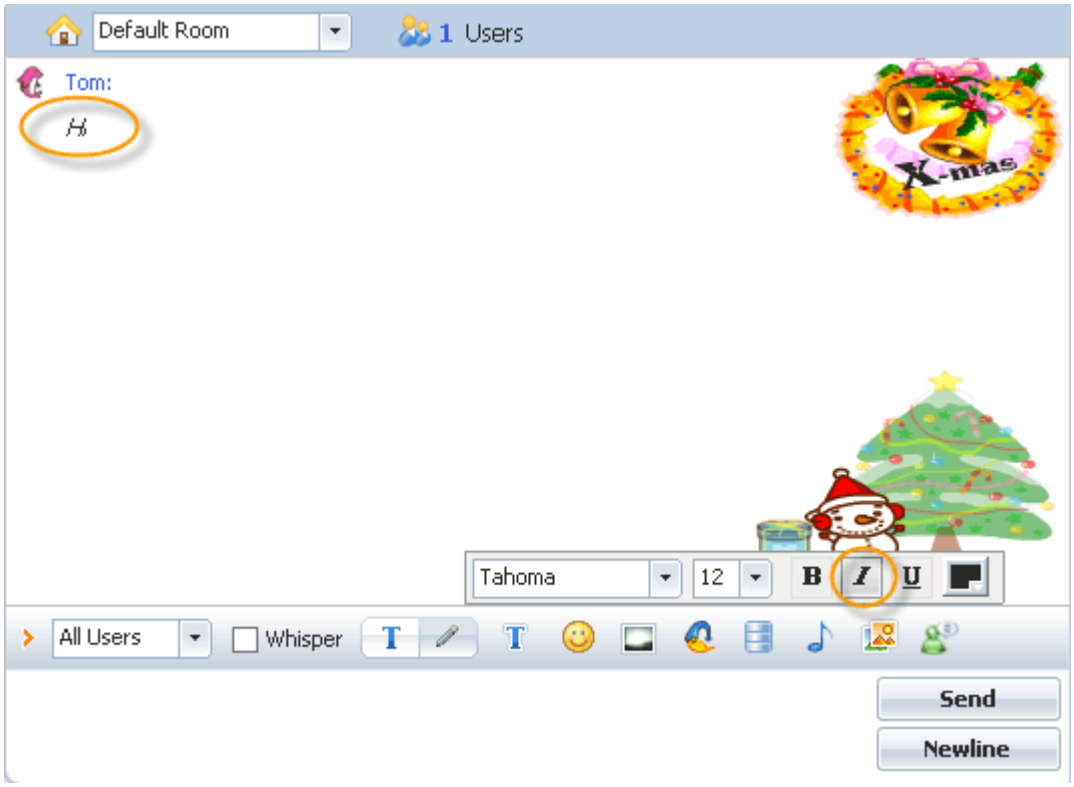
Visible background selection button

With this feature enabled, a user can not select background when they chat, this may make the room looks more identical, with it disabled to make room looks more variable.



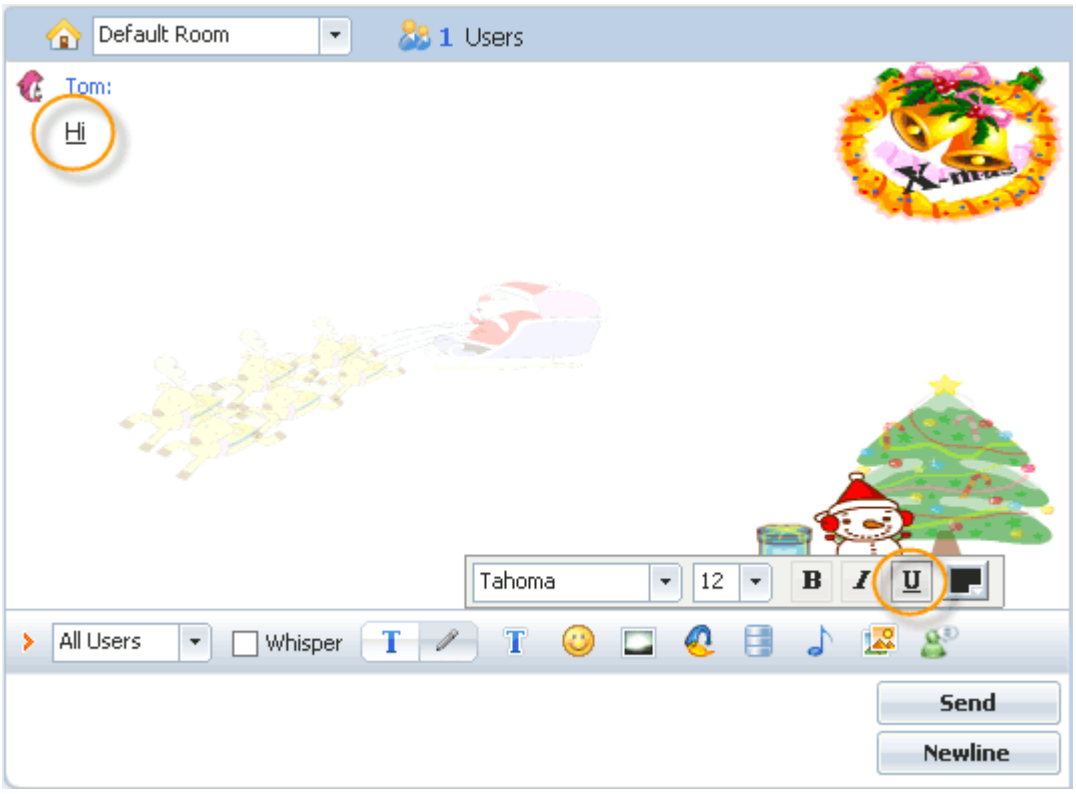
Enable the 'Italic' button for chat input field

With this feature enabled, a user may enter italic text.



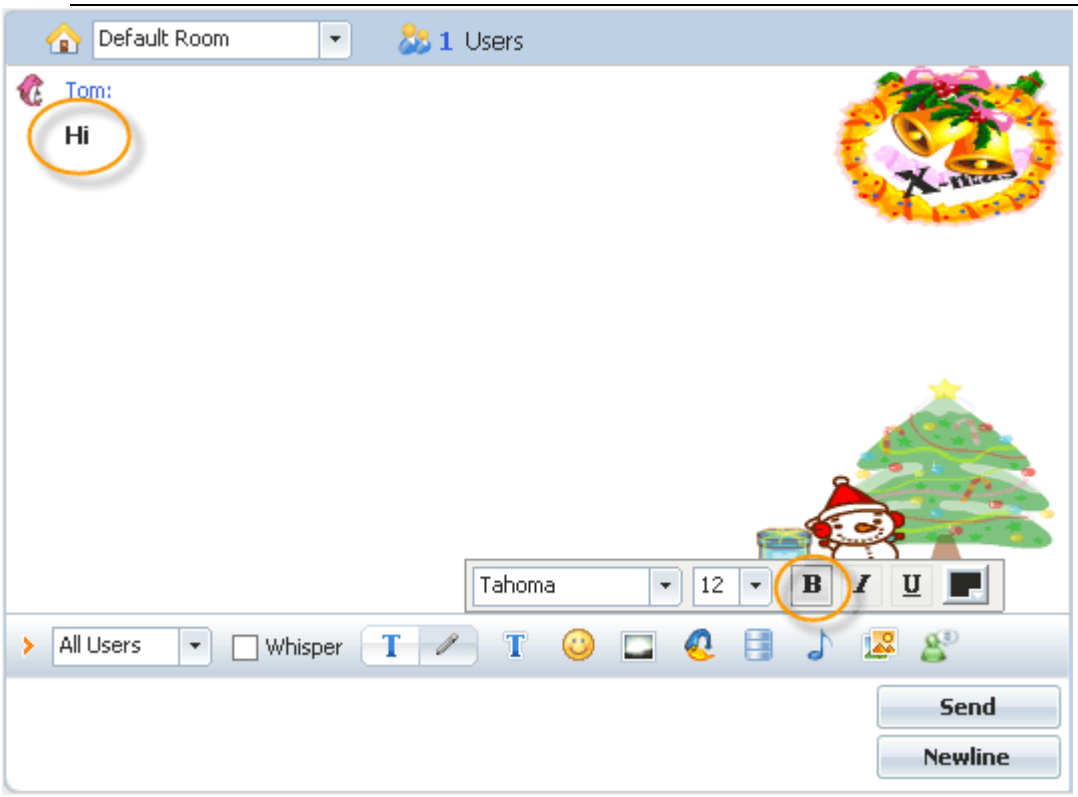
Enable the 'Underline' button for chat input area

With this feature enabled, a user can underline a string in his chat.



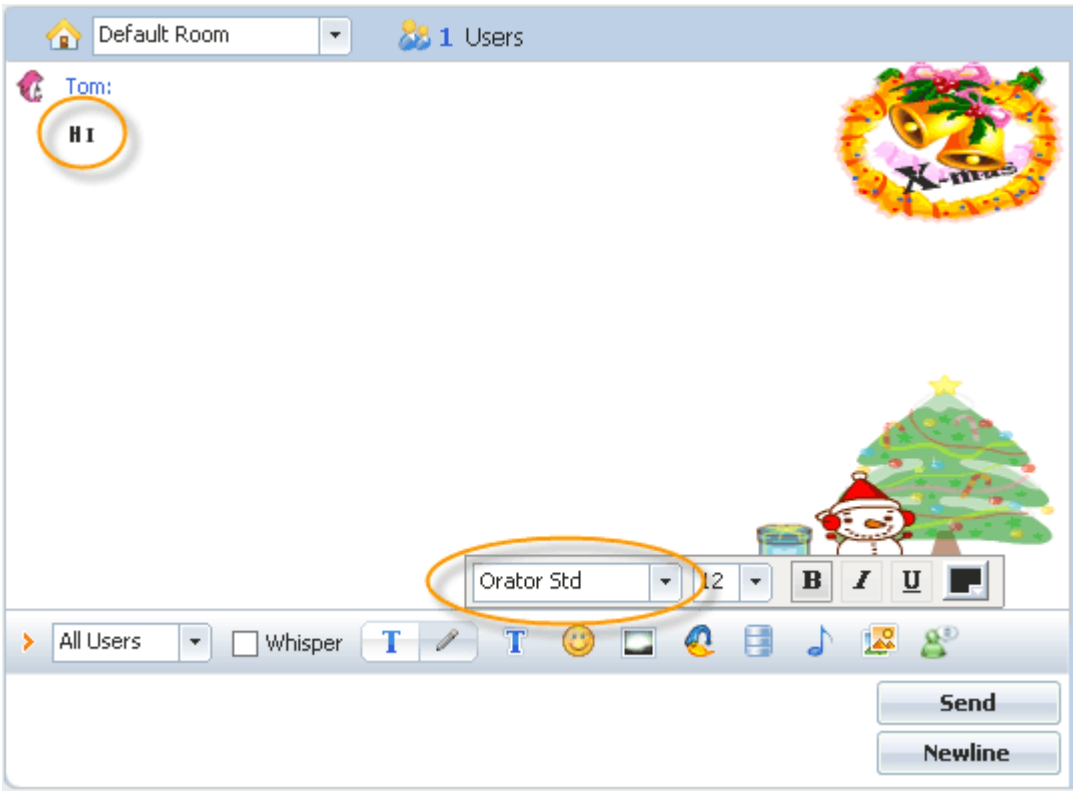
Enable the 'Bold' button for chat input field

With this featured enabled, a user can bold his text in message.



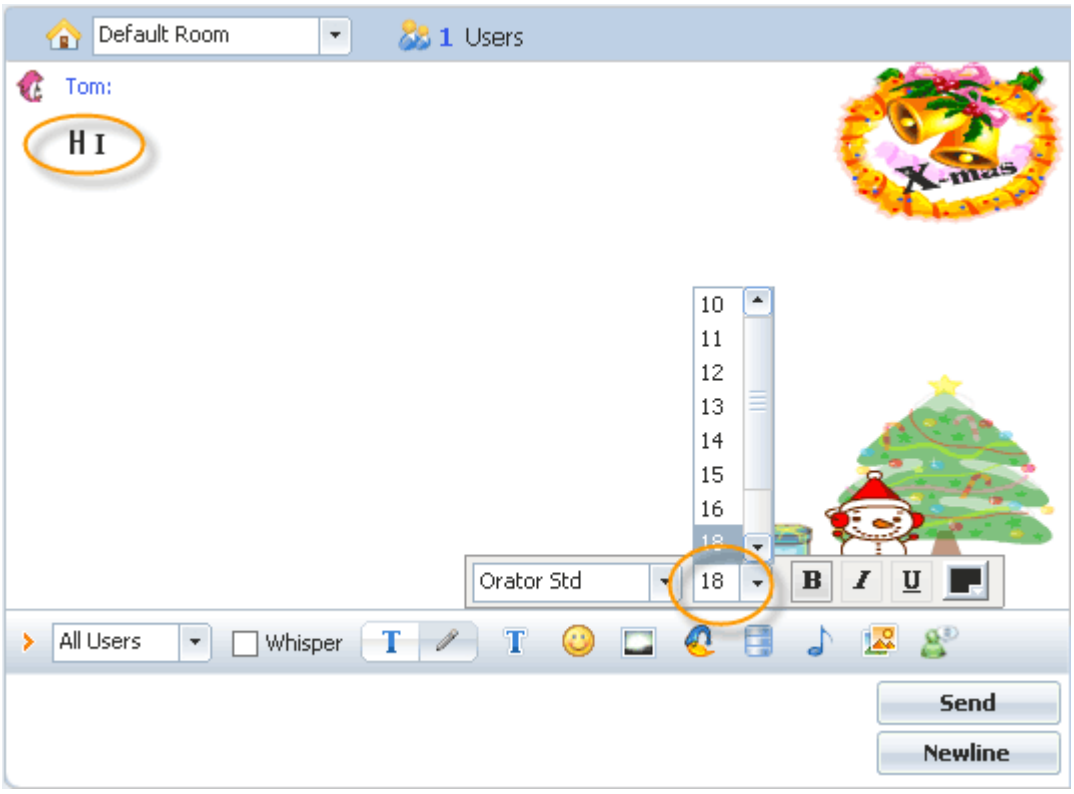
Display font list for selection

With this featured enabled, a user can choose his favorite font in chat.



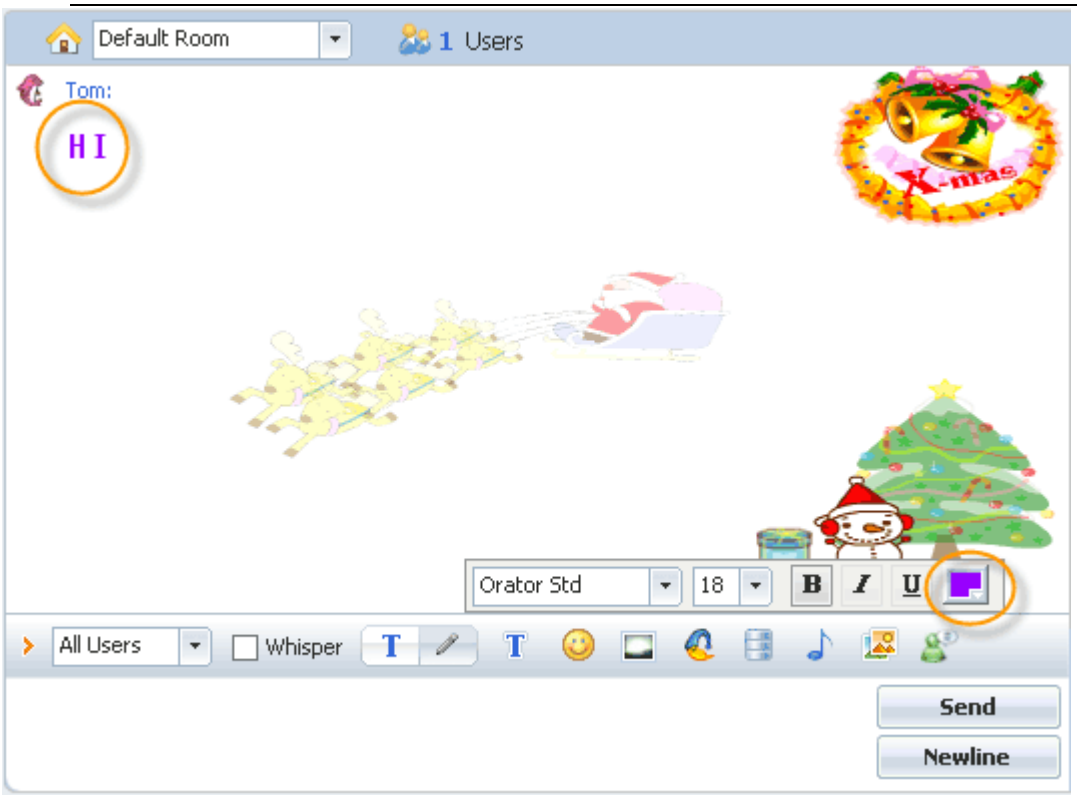
Enable the font size panel for chat input area

With this featured enabled, a user can make selection to his font size.



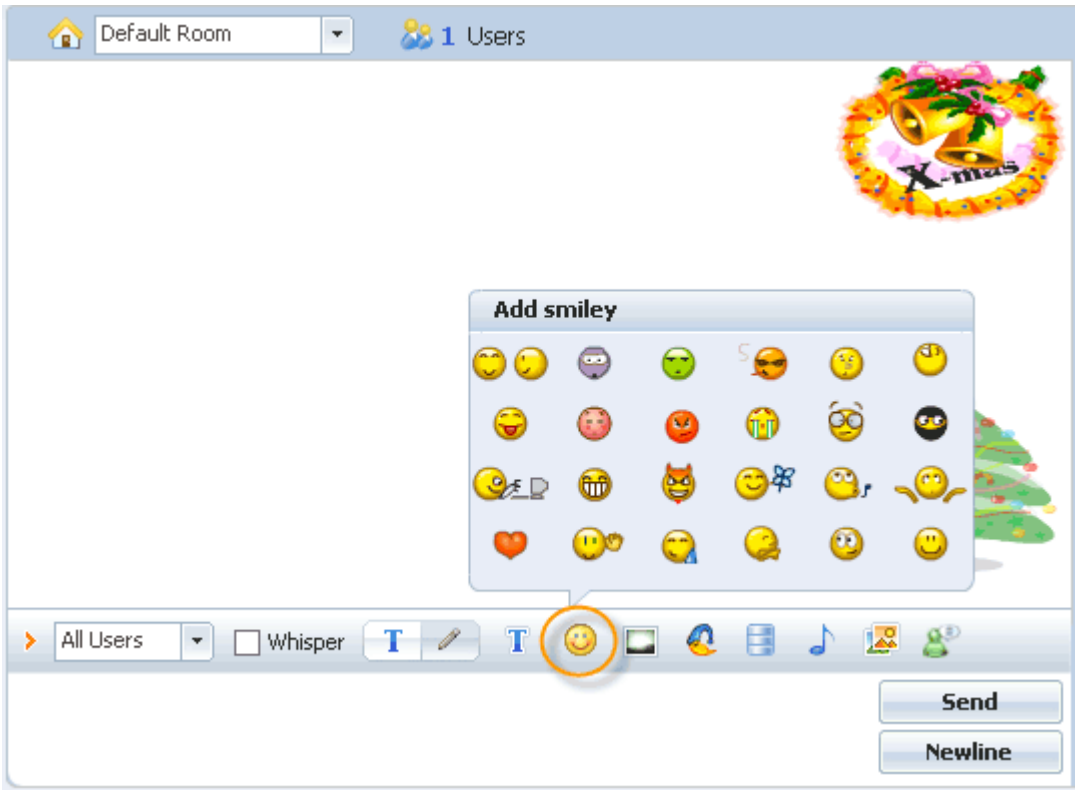
Visible color picker for font

With this featured enabled, a user can choose his favorite color for his font in chat.



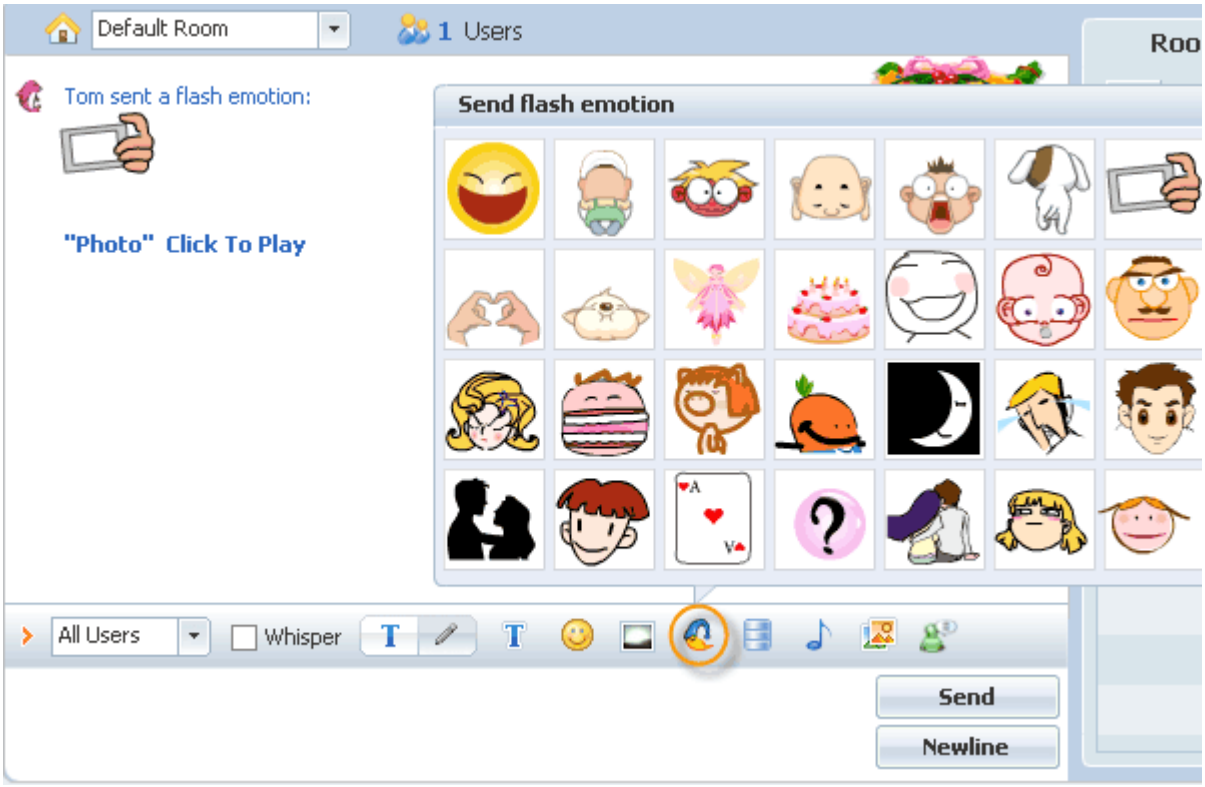
Visible smiley selector button for conversation

With this featured enabled, a user can add smiley in his chat.



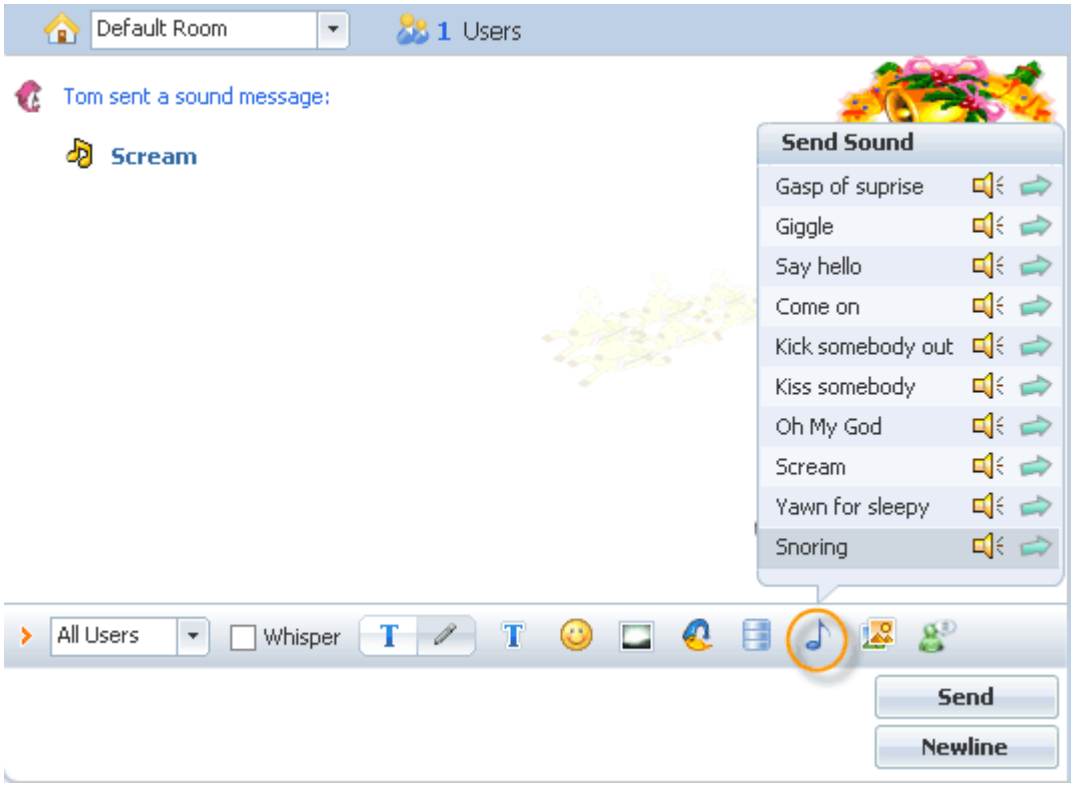
Enable the flash emotion button to allow animated flash emotions in chat

With this featured enabled, a user can use animated flash motions in chat.



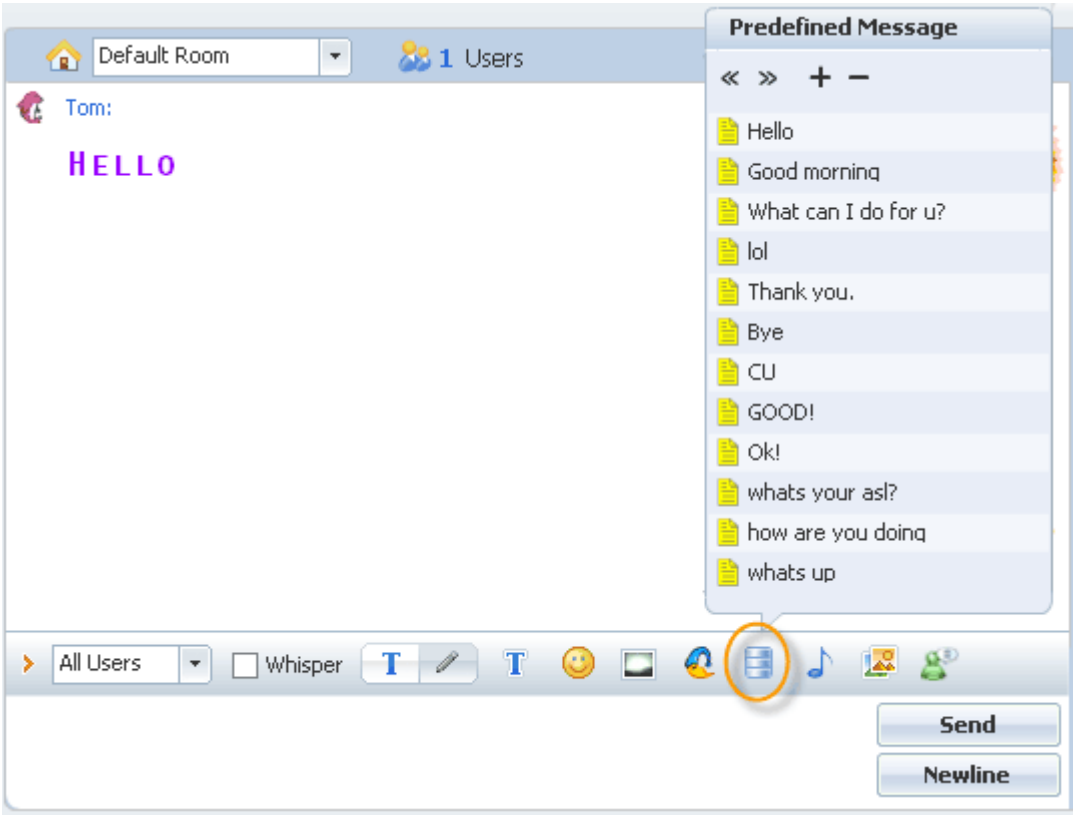
Enable the sound message button to allow voice message in chat

With this featured enabled, a user can use sound message in chat room.



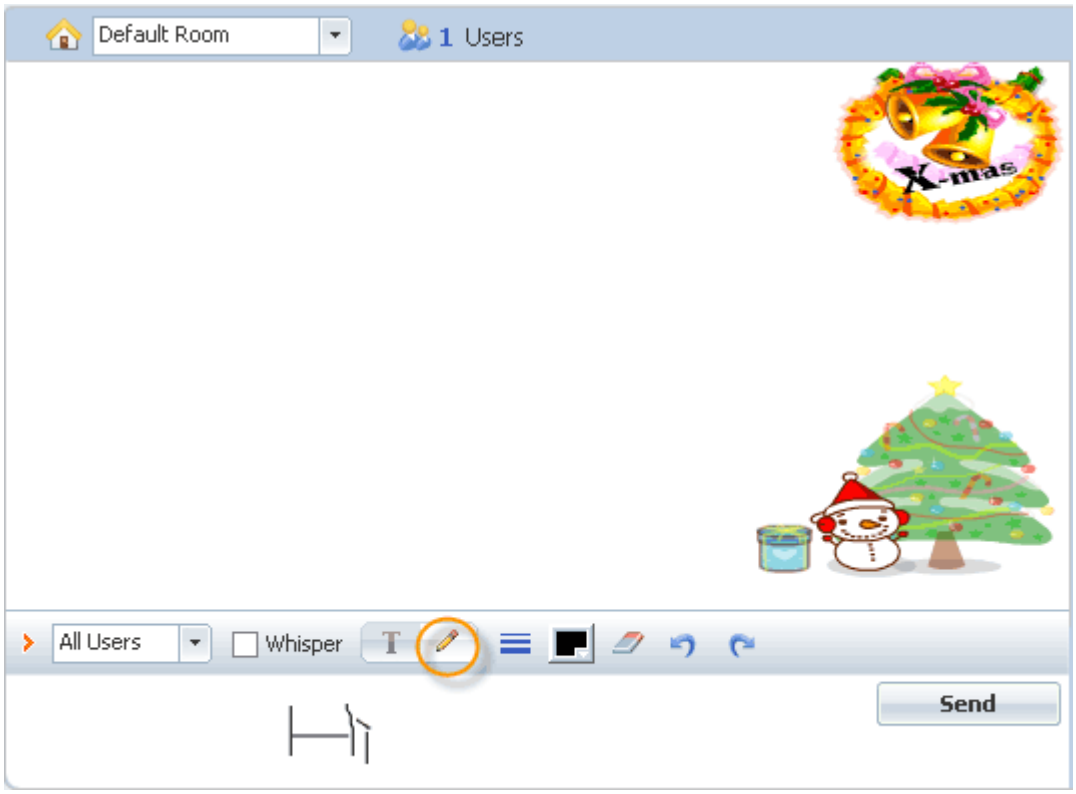
Show predefined message button

With this feature enabled, a user can use predefined messages in his chat.



Show handwriting tab

With this featured enabled, a users who can't type may chat via handwriting device.



Keep the room list page, uncheck it means skip it and enter the first room

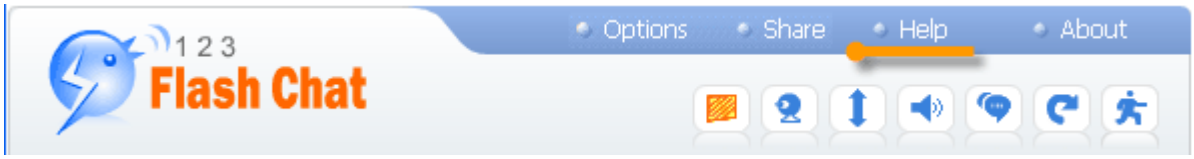
With this featured enabled, the room list would be hidden in user login panel and the users will be redirected to the first room automatically.

Enable change room drop-down menu in a chat room for all chat users

With this featured enabled, all users can use drop-down menu to select room.

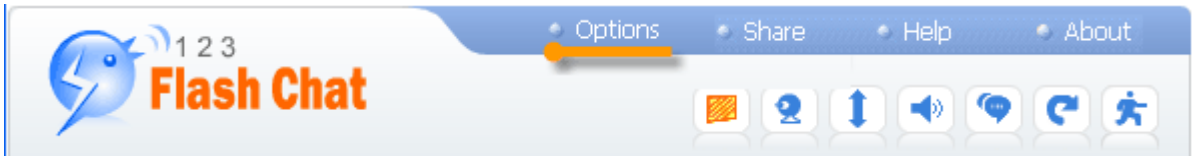
Visible help button in the top menu

With this featured enabled, **Help** button would be visible in the top menu to help user find instructions when they meet problems in chat.



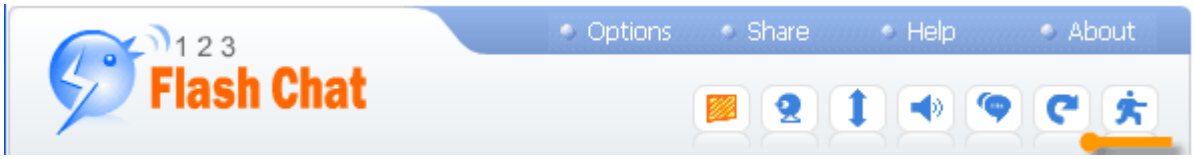
Visible option button in the top menu

With this featured enabled, a users can configure the settings in chat.



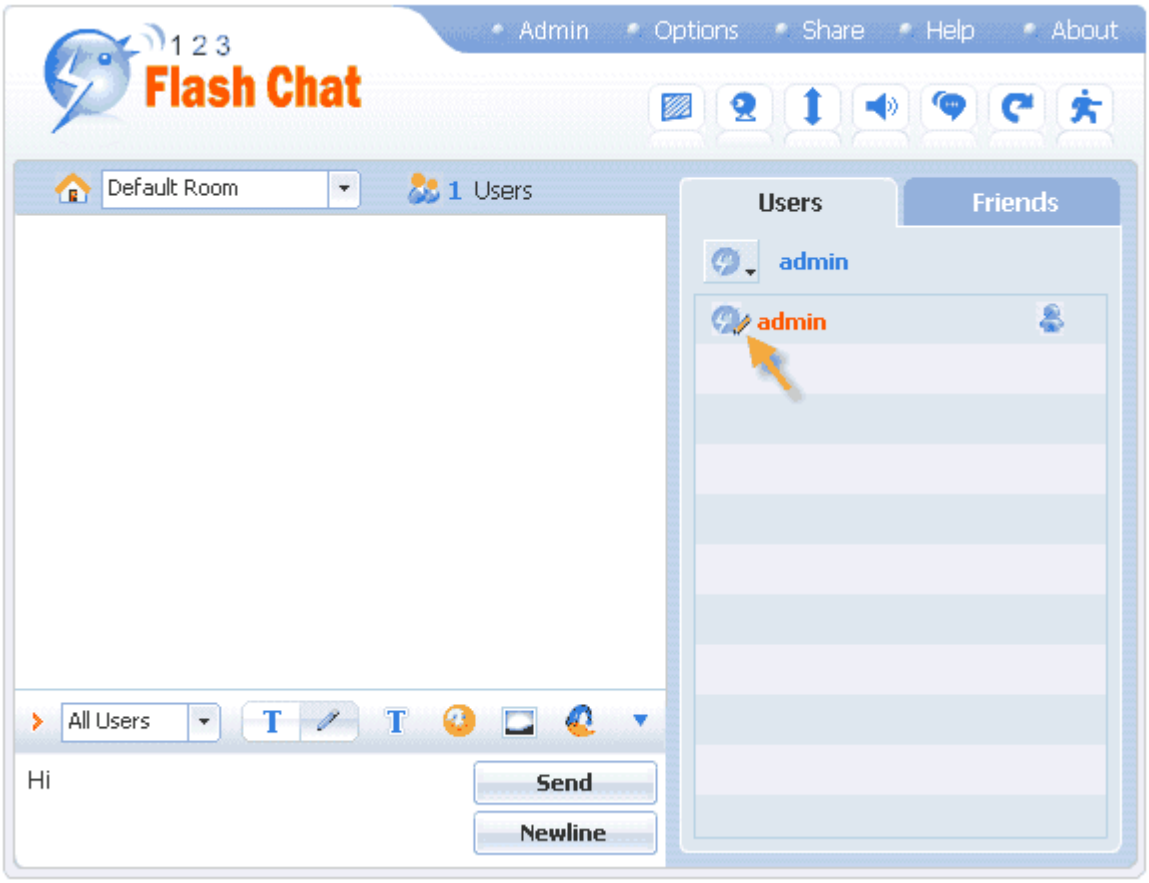
Visible exit room button

With this featured enabled, **Exit Room** button would be visible to allow users to log out.



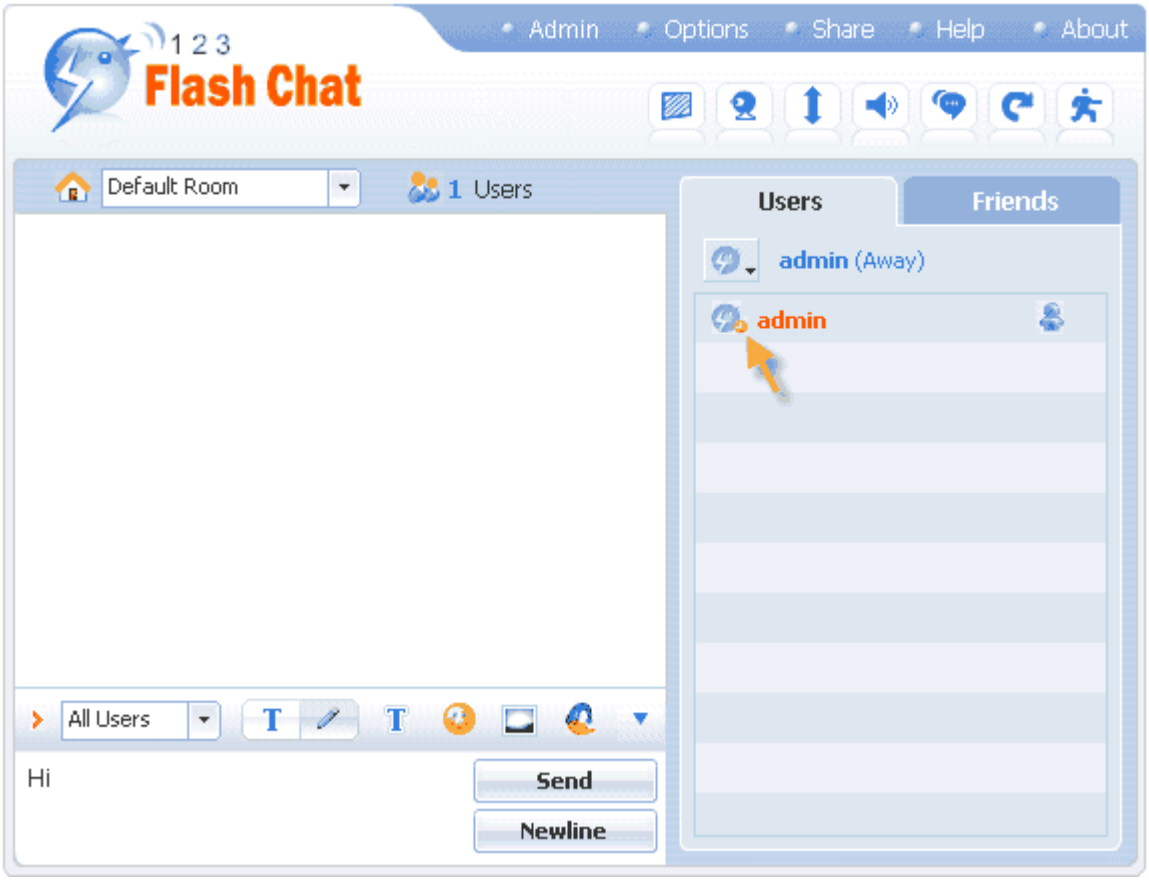
Visible typing status:

With this feature enabled, when a user is typing, the corresponding icon will appear beside his username.



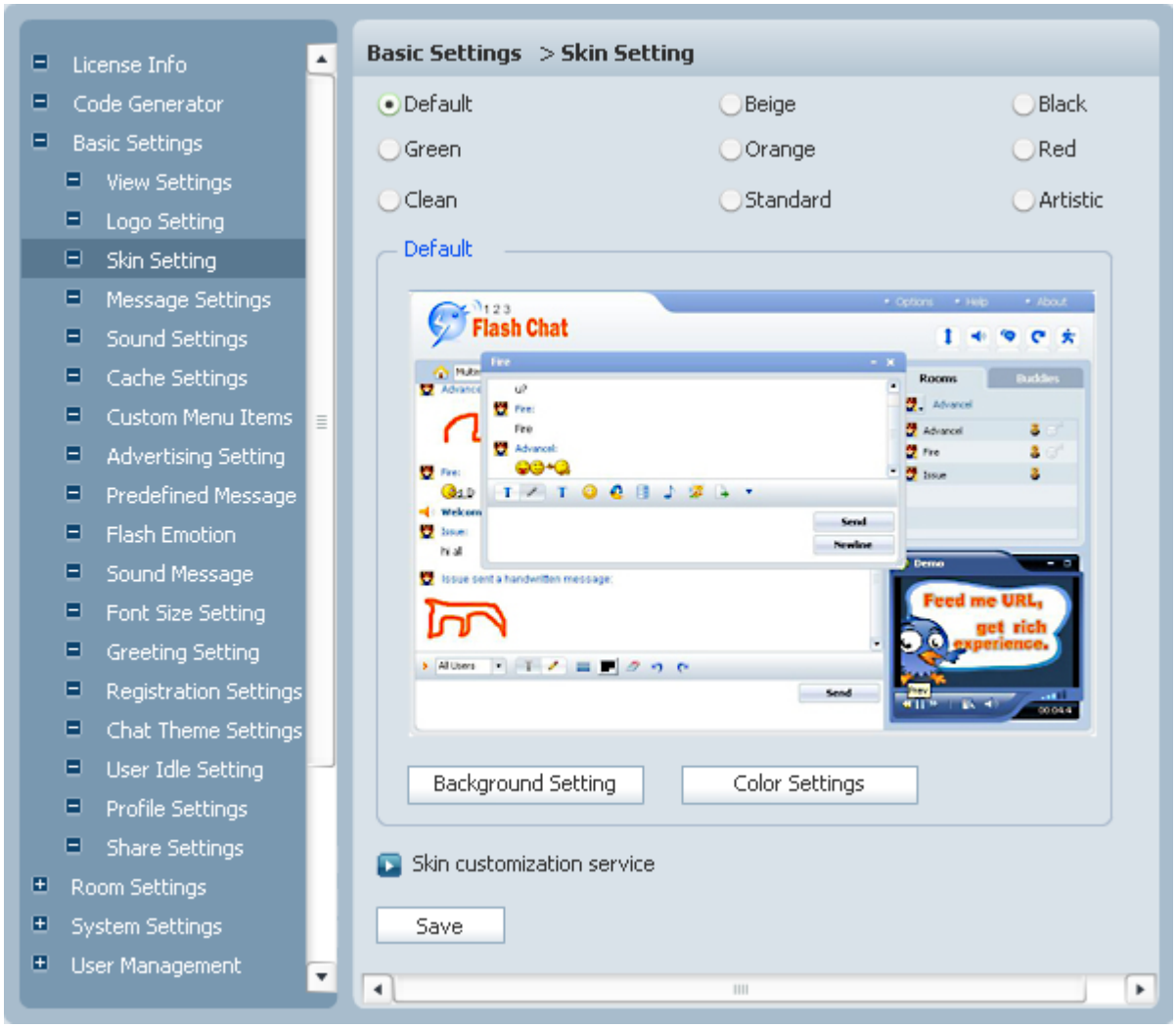
Visible idle status:

With this feature enabled, when a user is idle, the corresponding status icon will appear beside his username.



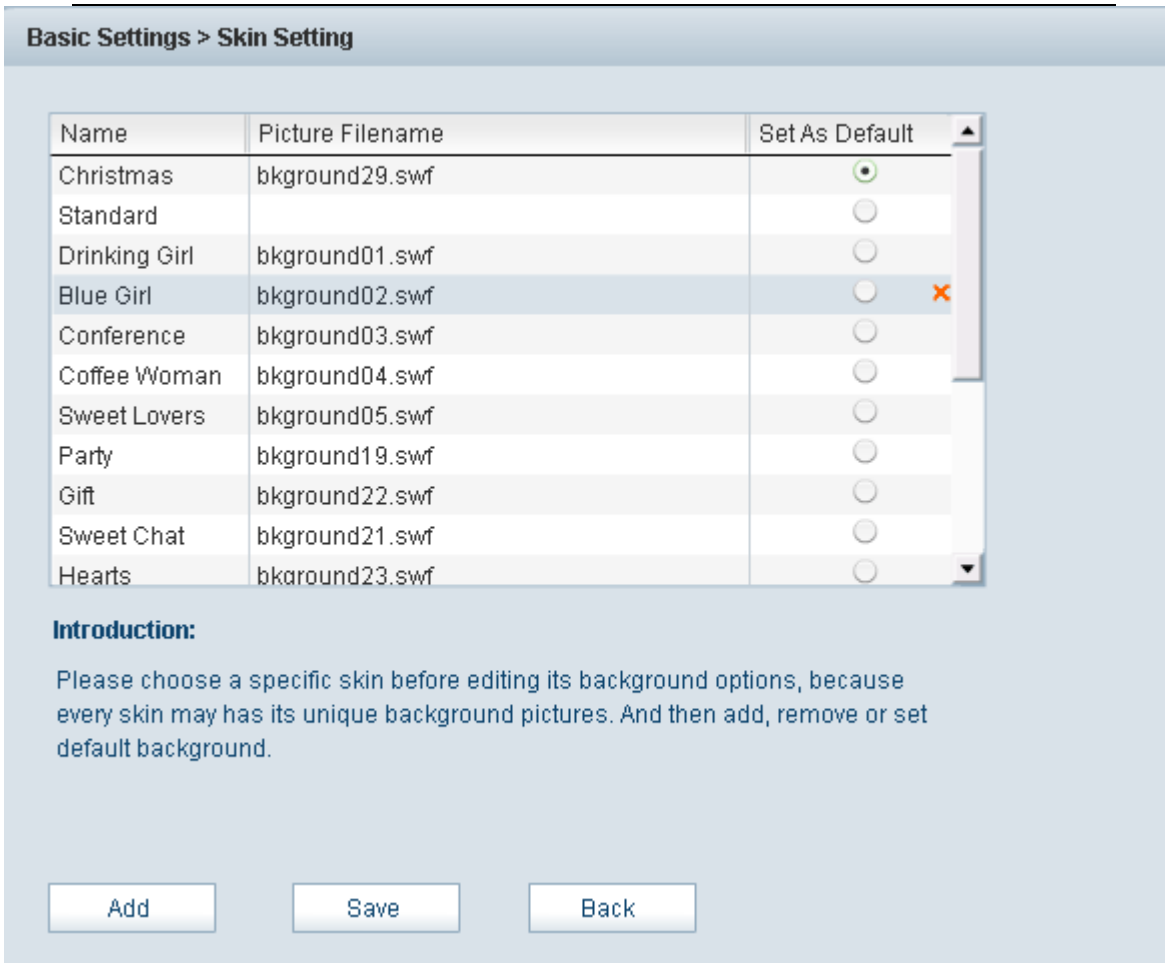
Skin Settings

Eleven skins are offered for your choice. Select your favorite and click Save.

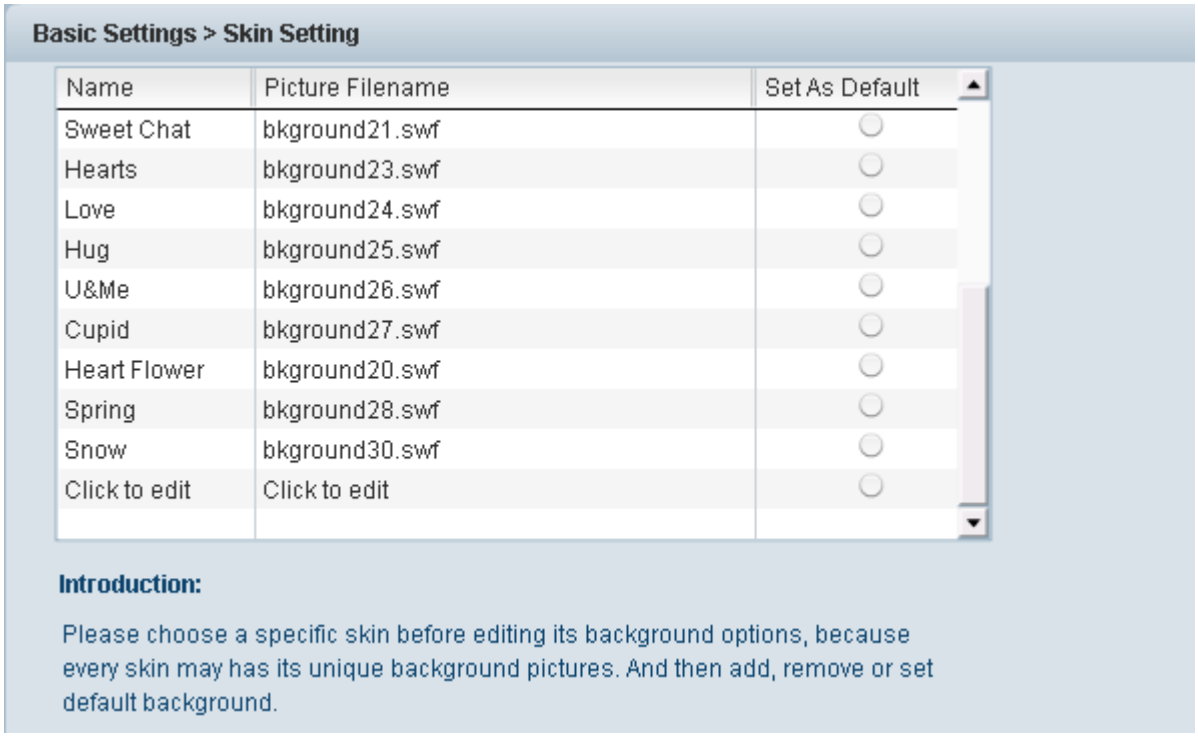


In fact you can add your own background here, say we need to add a background file: 123flashchat.swf to skin Christmas, the detailed steps is as follows:

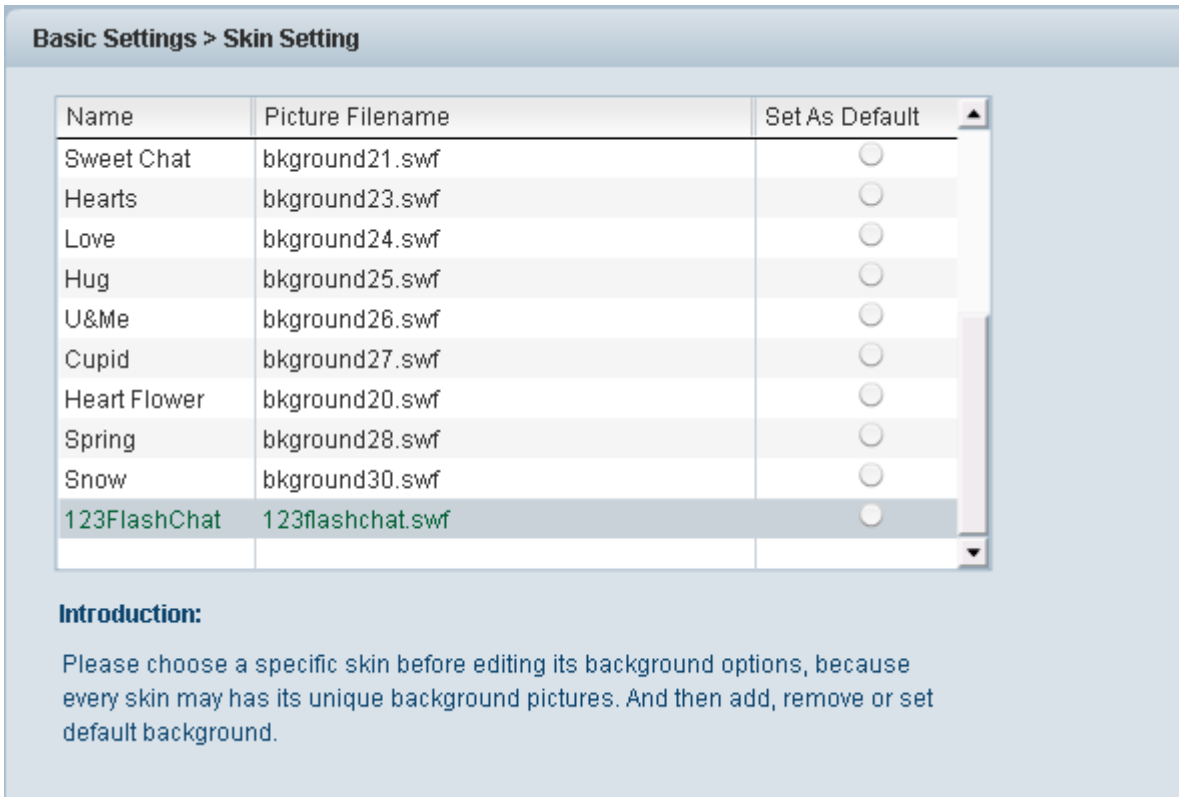
Select Christmas in the listbox at the bottom of skin setting panel. Click **Background**.



Scroll down to the bottom of the listbox, click **Add**.
A **Click to edit** item would appear at the bottom of the listbox.



Left-click the item, the text in it would be cleared, enter your background file's name and picture file name here, click **Save**.



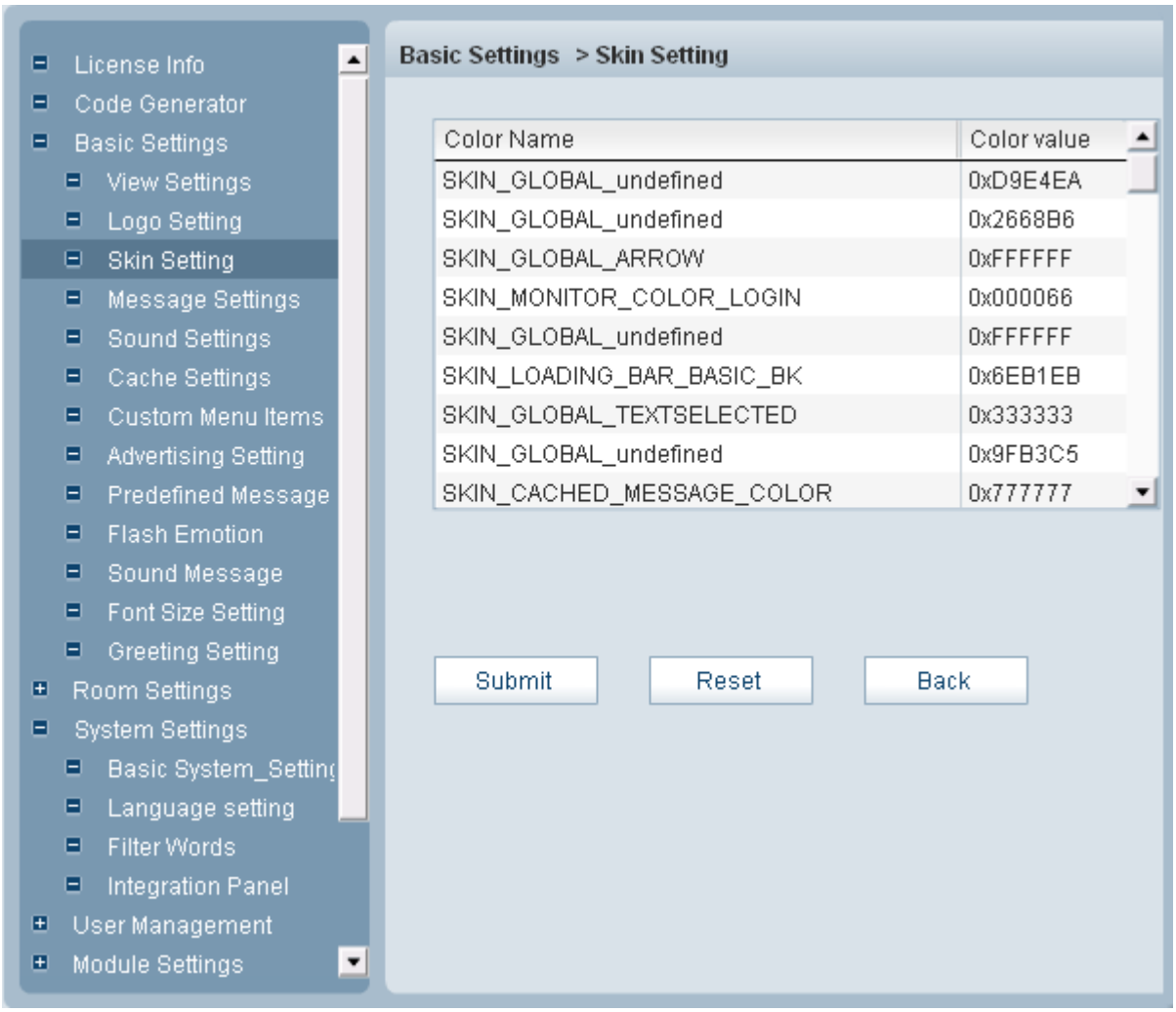
Copy 123flashchat.swf to the corresponding folder on your server, in this case : <123FlashChatServer install directory>\client\skin\christmas.

Browse to <123FlashChatServer install directory>\server\etc\groups\default\skin\xmas, open skin.xml.
Add this line:<BKGROUND name="123FlashChat" value="123flashchat.swf" /> between <SKIN_BKGROUND value="bkground.swf"> and </SKIN_BKGROUND > and save .

```
<?xml version="1.0" encoding="UTF-8"?>
<Skin>
<SKIN_BKGROUND value="bkground.swf">
<BKGROUND name="Christmas" value="bkground29.swf" />
<BKGROUND name="Standard" value="" />
<BKGROUND name="Drinking Girl " value="bkground01.swf" />
<BKGROUND name="Blue Girl" value="bkground02.swf" />
<BKGROUND name="Conference" value="bkground03.swf" />
<BKGROUND name="Coffee Woman" value="bkground04.swf" />
<BKGROUND name="Sweet Lovers" value="bkground05.swf" />
<BKGROUND name="Party" value="bkground19.swf" />
<BKGROUND name="Gift" value="bkground22.swf" />
<BKGROUND name="Sweet Chat" value="bkground21.swf" />
<BKGROUND name="Hearts" value="bkground23.swf" />
<BKGROUND name="Love" value="bkground24.swf" />
<BKGROUND name="Hug" value="bkground25.swf" />
<BKGROUND name="U&amp;amp;Me" value="bkground26.swf" />
<BKGROUND name="Cupid" value="bkground27.swf" />
<BKGROUND name="Heart Flower" value="bkground20.swf" />
<BKGROUND name="Spring" value="bkground28.swf" />
<BKGROUND name="Snow" value="bkground30.swf" />
<BKGROUND name="123FlashChat" value="123flashchat.swf" />
</SKIN_BKGROUND>
<SKIN_LOGO value = "logo.swf" />
```

Now, refresh your chat room page, click **Change background**, 123FlashChat would appear in background list, click it, the background would be changed to 123flashchat.

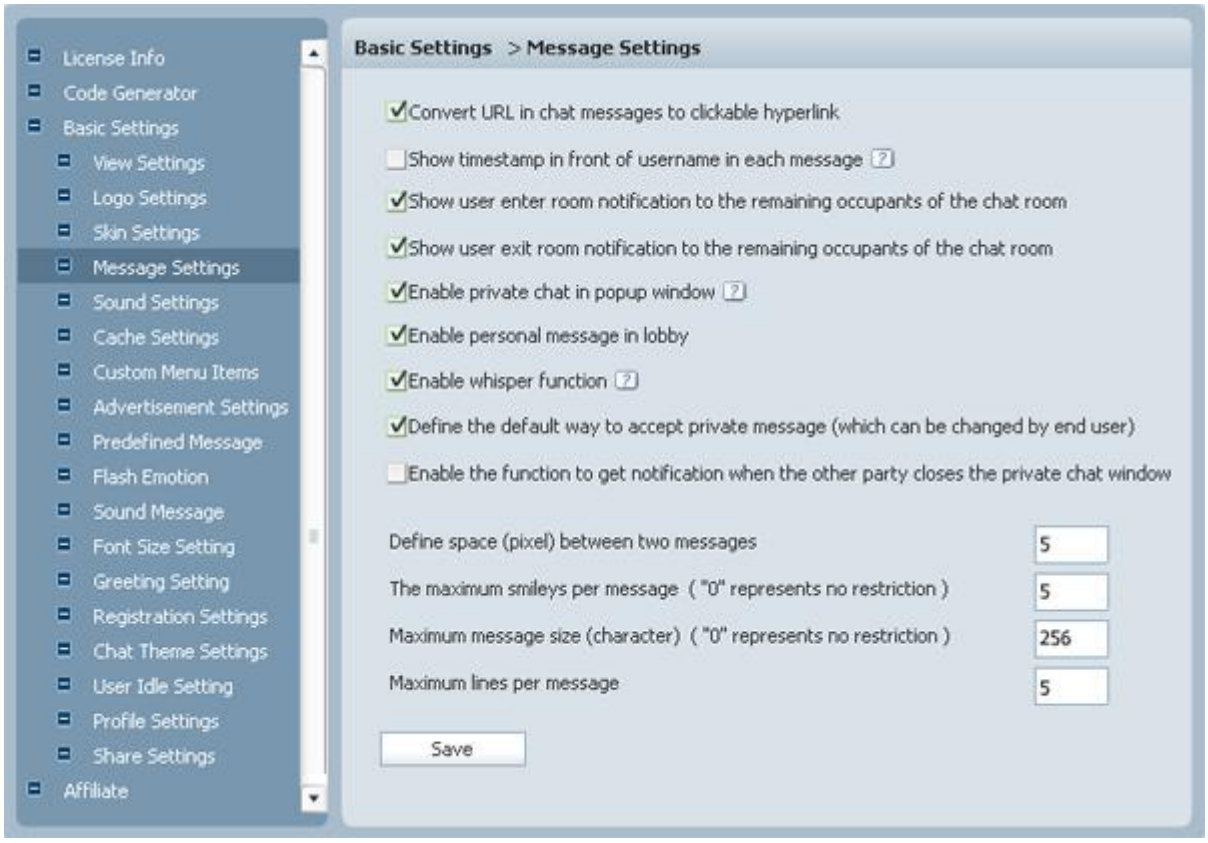
In fact you also can change your color settings; click **Color Settings** in **Skin Setting** panel, the following window would open:



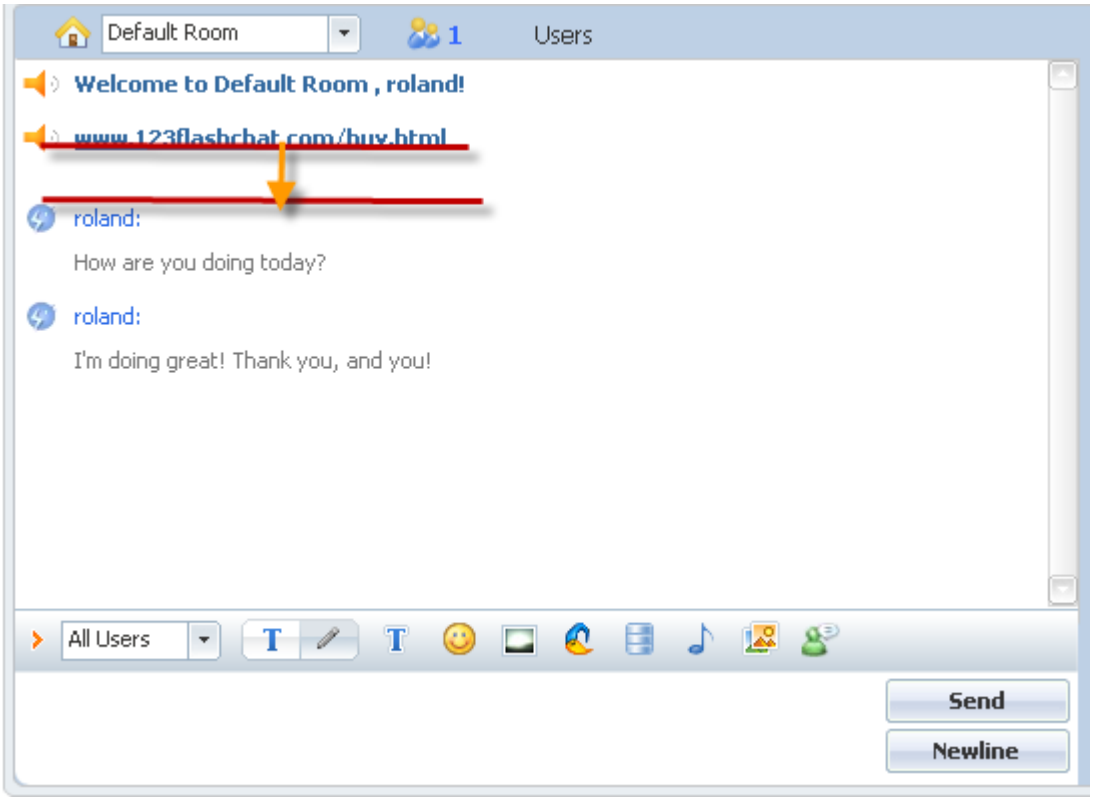
Select the item that you need to modify and enter your desired value in the corresponding **Color Value** filed, click **Save** to implement the modification, click **Reset** to restore the default values, click **Back** to return to **Skin Setting** panel.

Message Settings

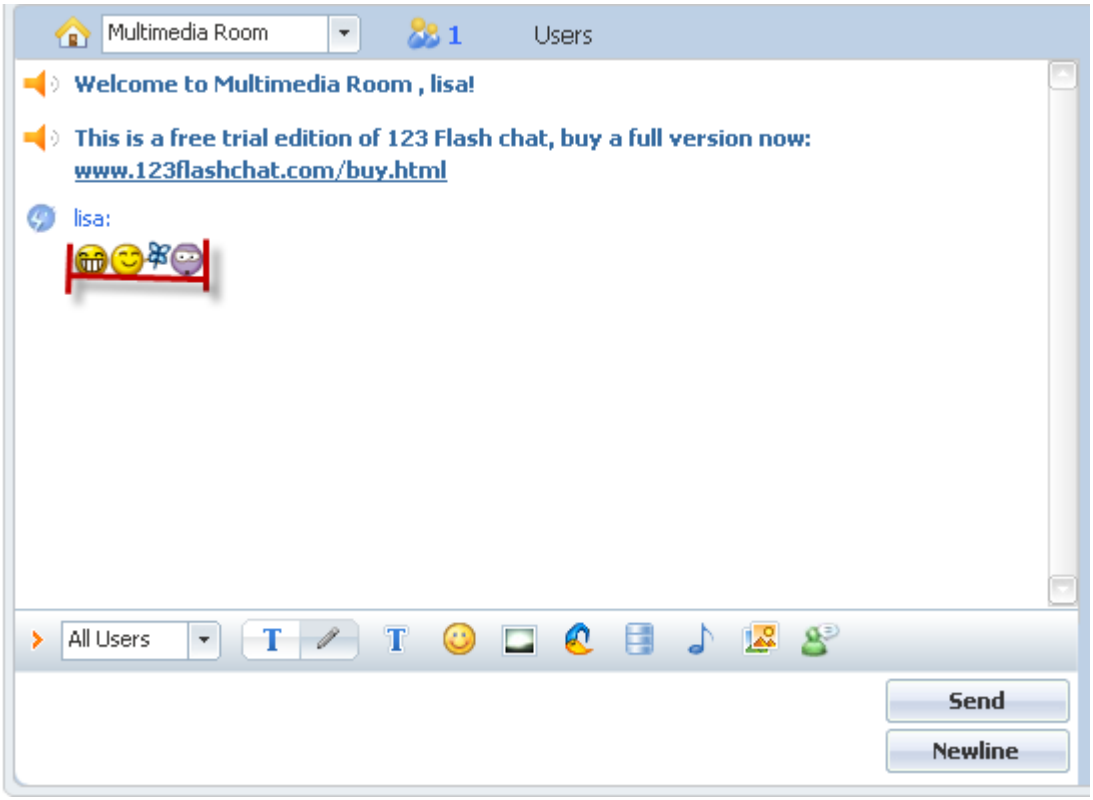
In messages settings panel, you can define the connections between messages and messages and something else, looking at the following picture, then you may know what you can do here!



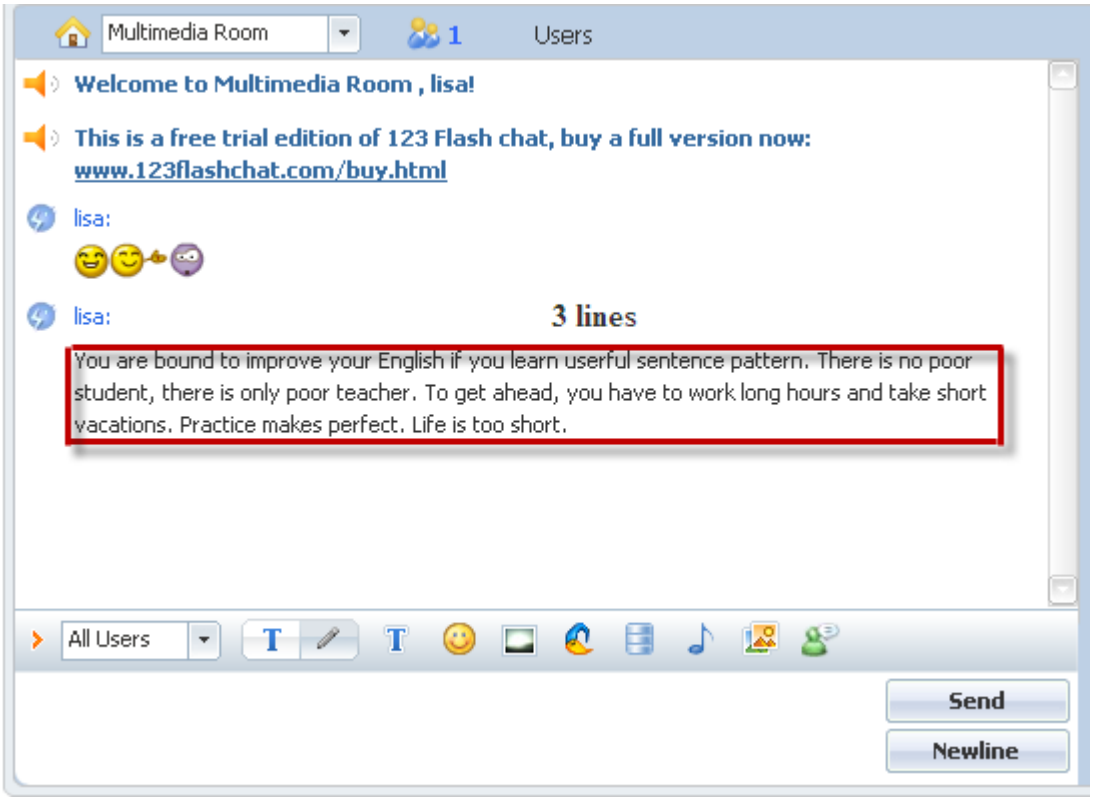
For the "Define the spacing (pixel) between two messages", when you enter a number in it and click the Save button, the effect will be as the following picture shows:



For the "The maximum smileys per message", when you enter a number (I entered "3") in it and click the Save button, the effect will be as the following picture shows:

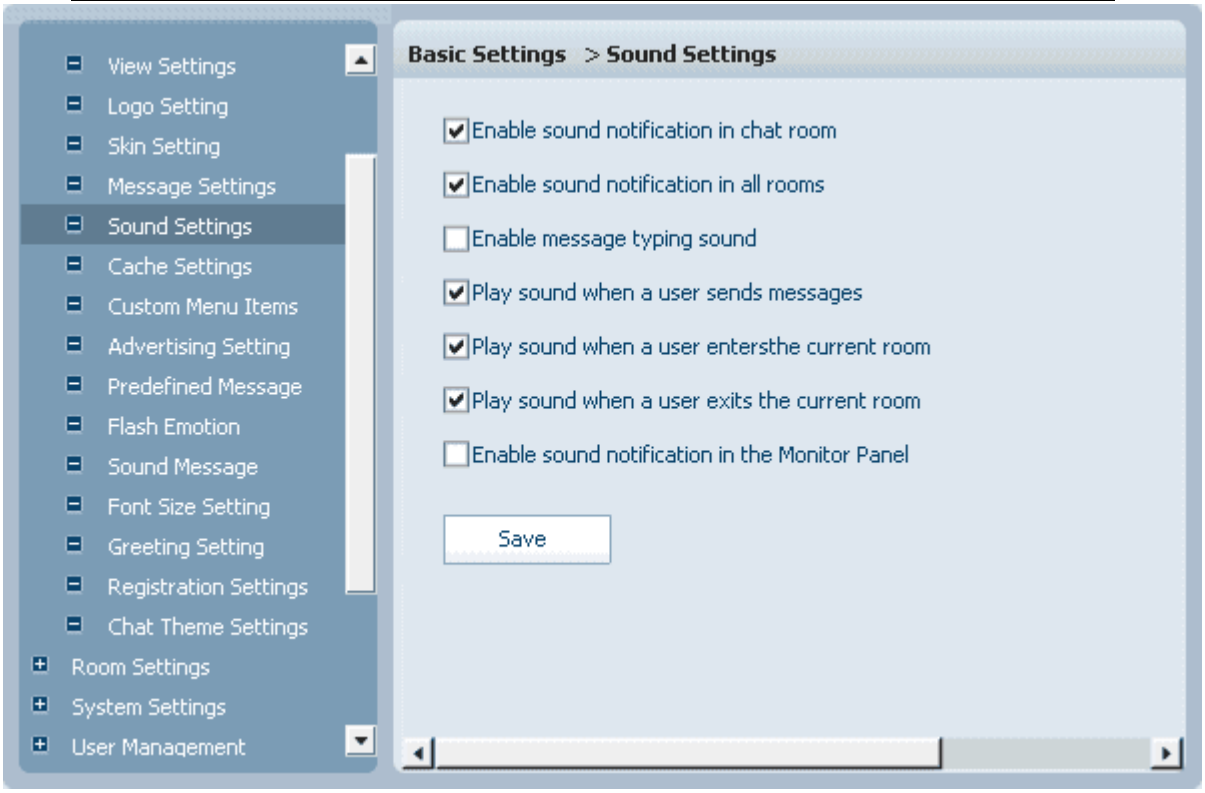


For the "Define the spacing (pixel) between two messages", when you enter a number (I entered "3") in it and click the Save button, the effect will be as the following picture shows:



Sound Settings

Here, you can easily configure the sound of typing, sending message, entering or exiting room and so on.



Enable sound notification in chat room
With this feature enabled, sound notification could be used in chat room.

Enable sound notification in general
With this feature enabled, sound notification could be used in general.

Enable message-typing sound
With this feature enabled, sound would be played when user types.

Play sound when sending messages
With this feature enabled, sound would be played when user sends message .

Play sound when user enters room
With this feature enabled, sound would be played when user enters chat room, so users know someone has entered room even when they are doing something else.

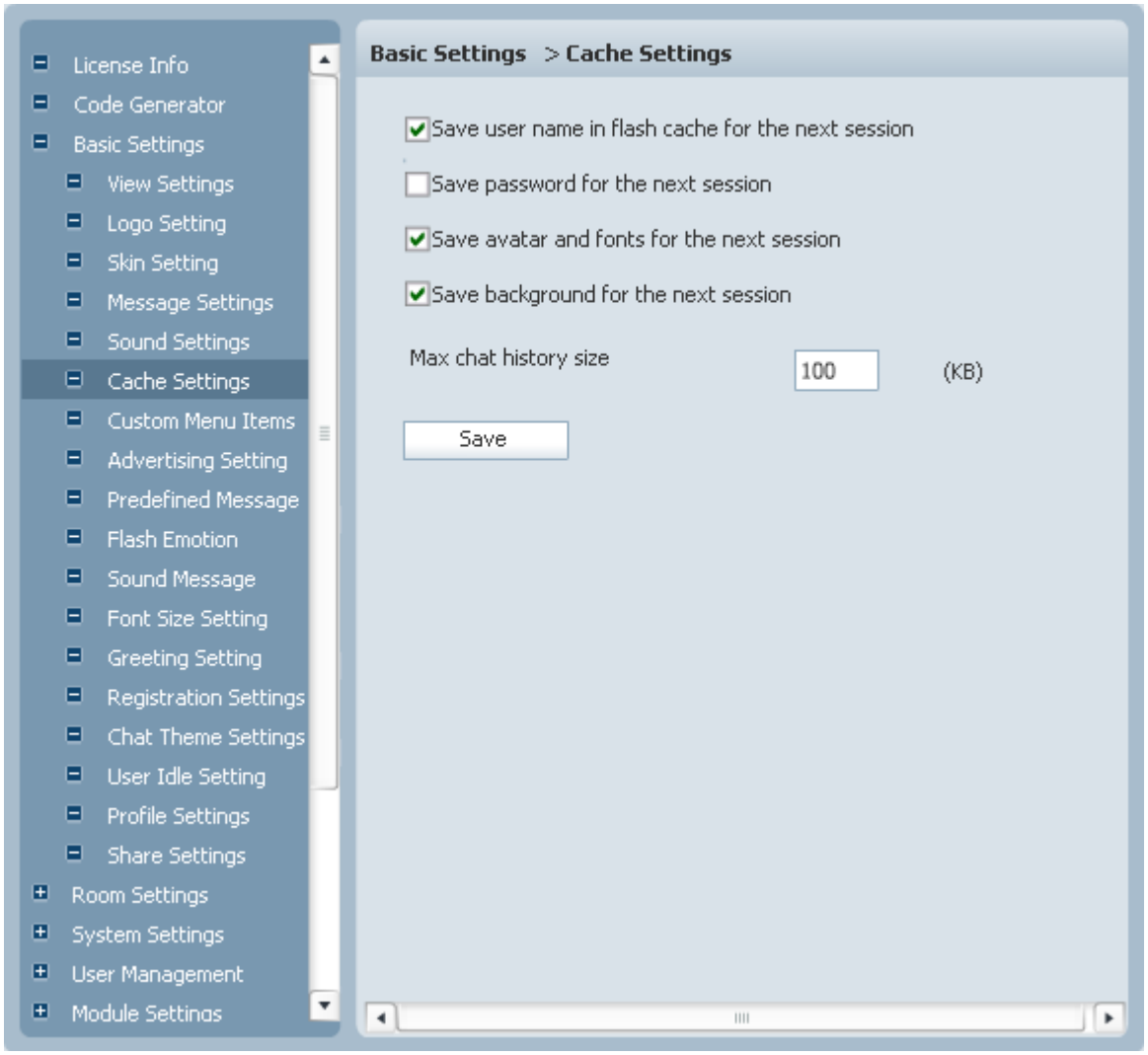
Play sound when user exits room
With this feature enabled, sound would be played when user exits chat room, so other users know someone has exit room even they are doing something else.

Enable sound notification in the Monitor Panel

With this feature enabled, sound notification could be used in Monitor Panel.

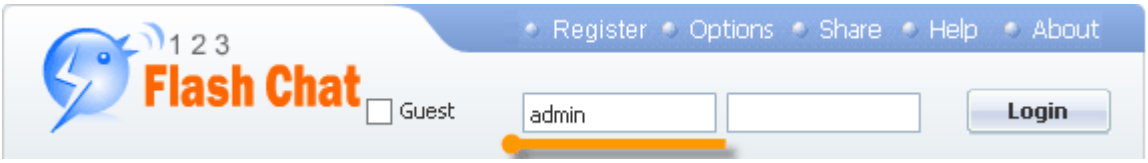
Cache Settings

You can also set the automatic saving regulations here, such as saving password, avatar, fonts and background (users can change these settings in Option window).

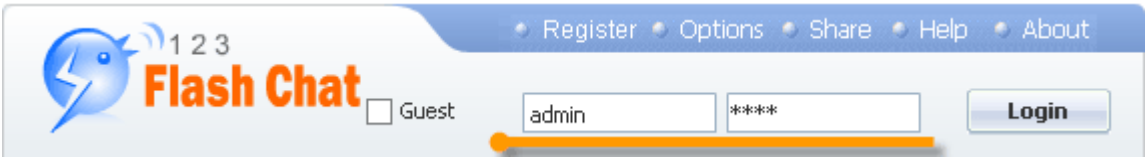


Auto save username in the flash cache for the next session

With this feature enabled, username would be saved.



Automatically save password for the next session
With this feature enabled, password would be saved.



Automatically save avatar and font for the next session
With this feature enabled, user's avatar and font settings would be saved for the next session.

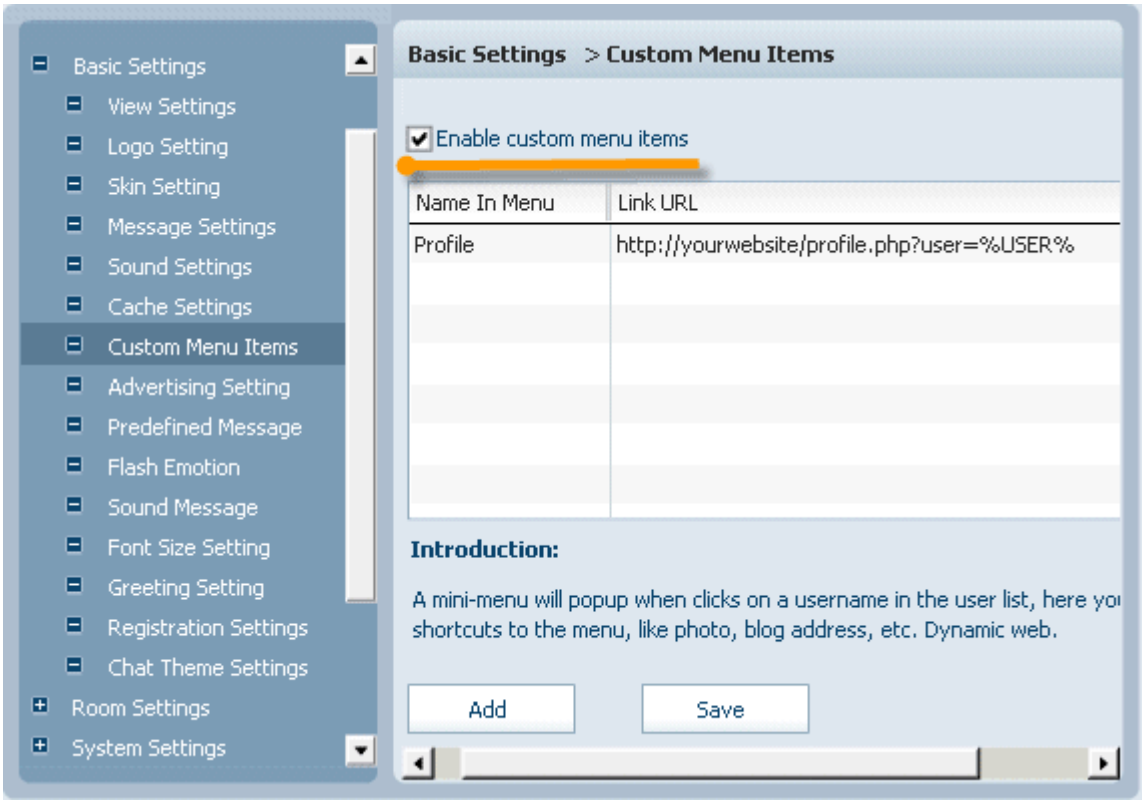
Automatically save background for the next session
With this feature enabled, user's background settings would be saved for the next session.

Max chat history size:
The filed can configure the max chat history size to reduce server load and prevent malicious use.

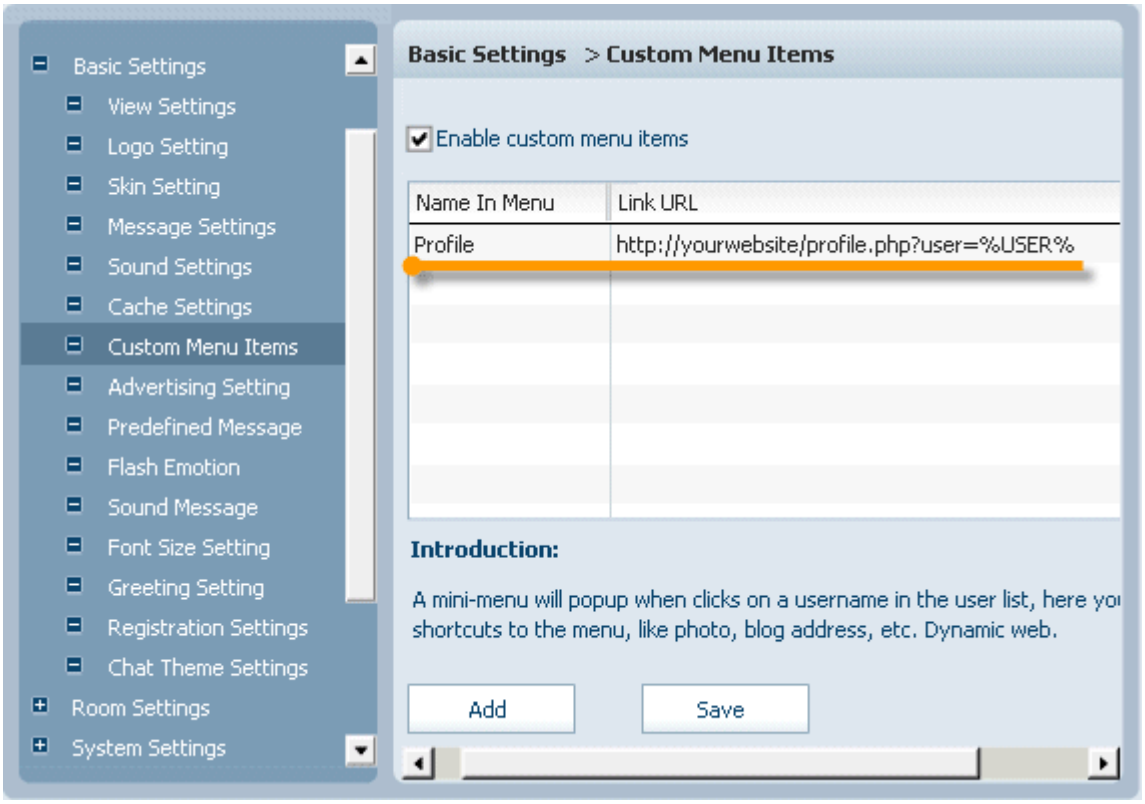
Custom Menu Item

Here you can custom menu items. When user click the usernames in the chat room, a mini menu will be popped up where he can learn the user's information, such as photo address, blog address and so on. The detailed steps are as follows:

1. Check **Enable custom menu items** to enable this function.



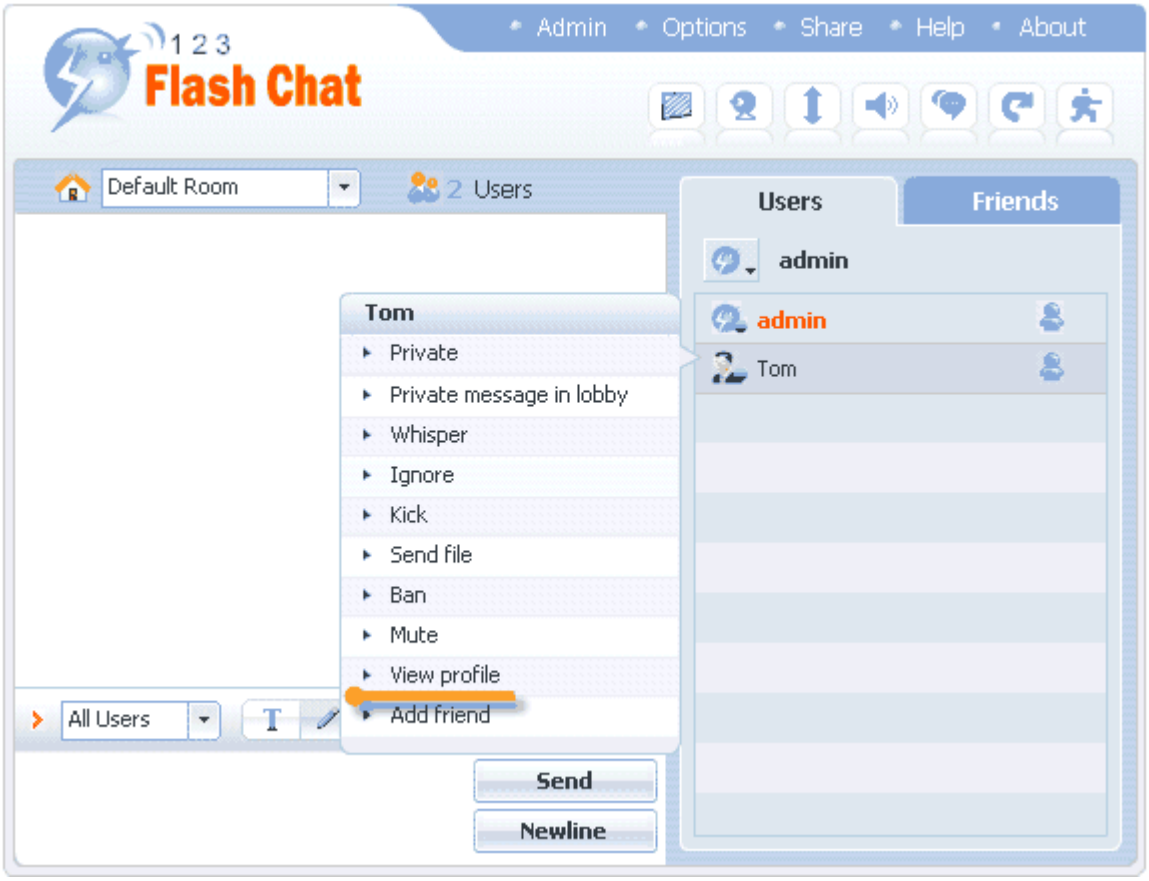
2. Enter the item name in **Name in Menu** field and URL of the information you want to give in **Link URL** field , such as photo address, blog address, etc(%USER% here is a wildcard representing your username, don't modify it if you really know what you are doing.).



3. If you like, you can add other user information by clicking **Add**, or jump to step 4 directly.

4. Click **Save** to finish the settings.

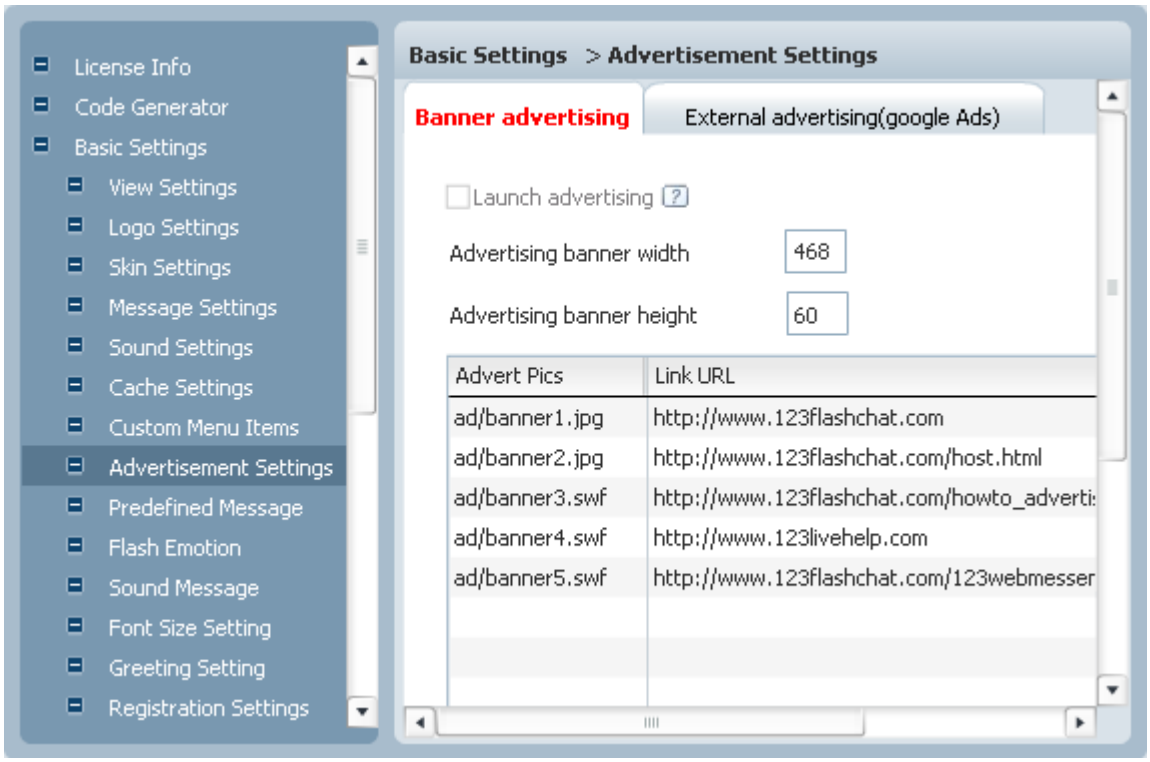
5. If a user needs to view another user's profile, he then can left-click the username in the user list and select Profile, a new window would open to redirect her to the object page.



Advertising Settings

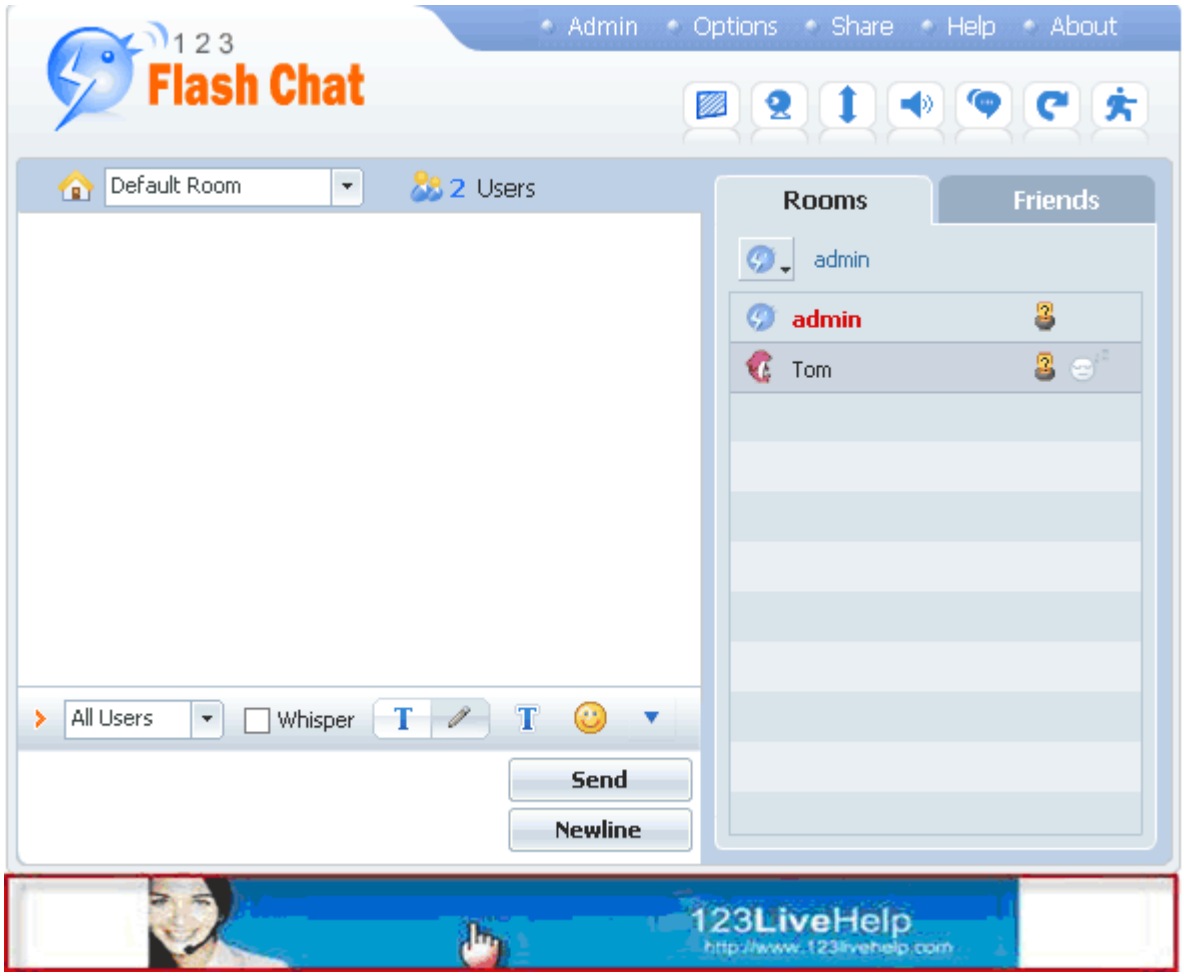
1. Banner advertising

Here you can define the banner advertisements and adapt them to fit your need in dimension, picture address, link URL, duration and so on. After setting, the advertisements will be shown at the bottom of your chat.

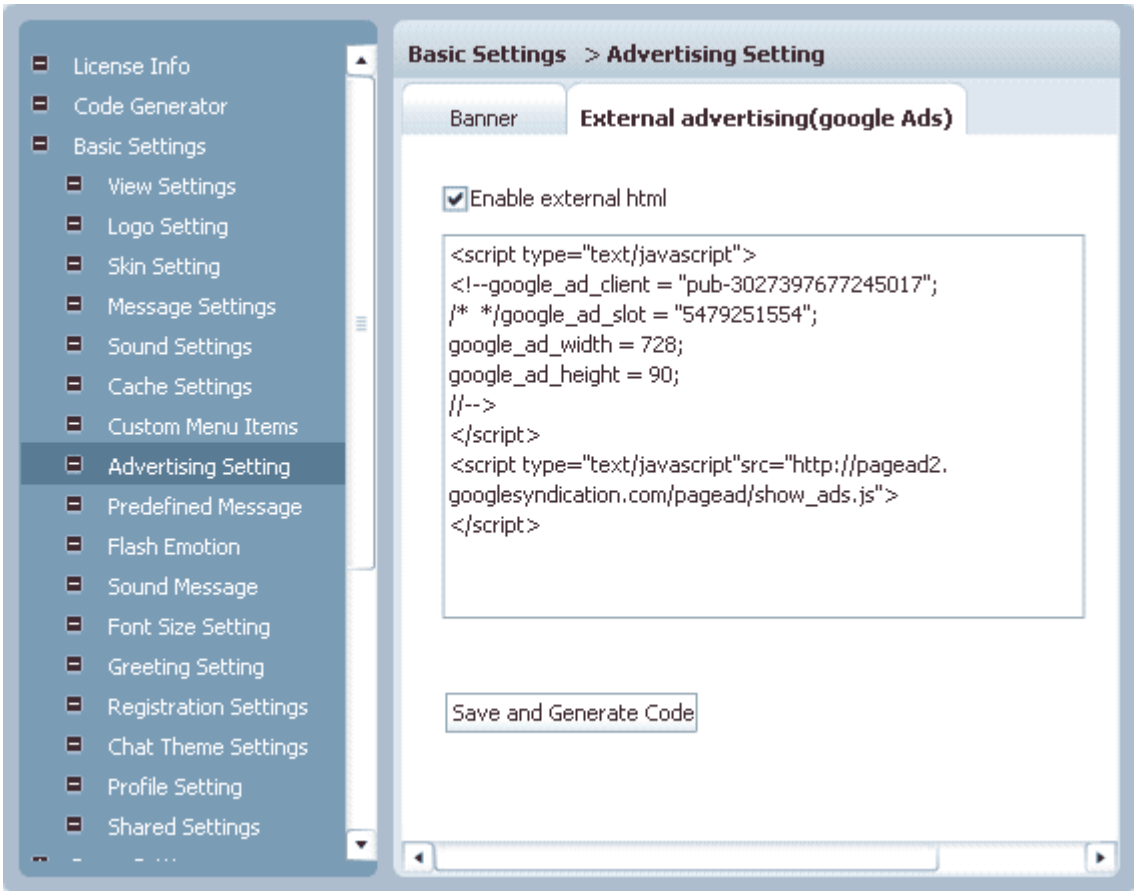


Field Name	Description
Launch advertising	Enable/Disable the function.
Advert width(pixel)	Set the width of the advert.
Advert height(pixel)	Set the height of the advert.
Advert Pics	Fill in the name of the advert.
Link URL	Fill in the address of the advert.
Duration(second)	Set the time to broadcast the advert.

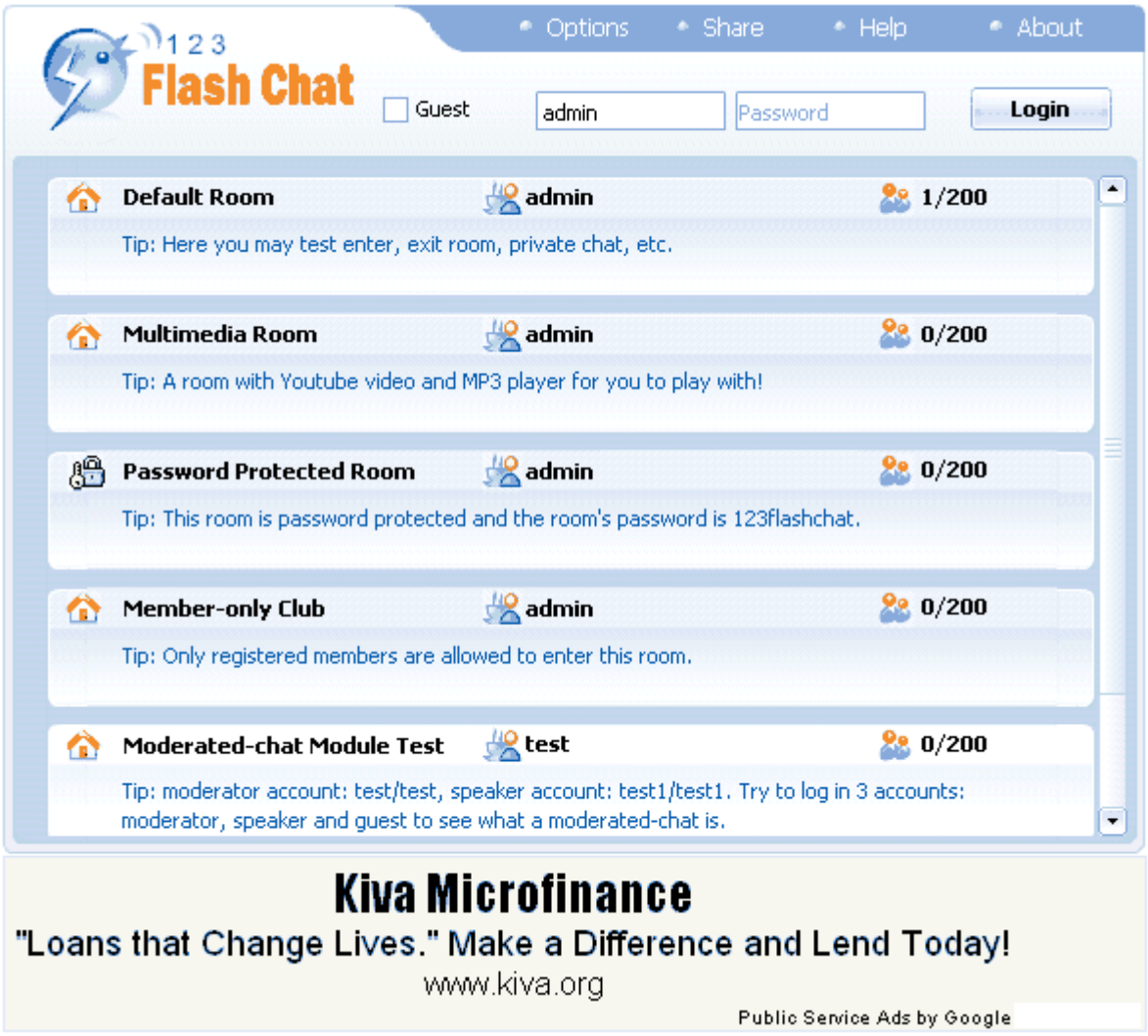
Note: The function can not be activated in free version.



2.External advertising (Google Ads)

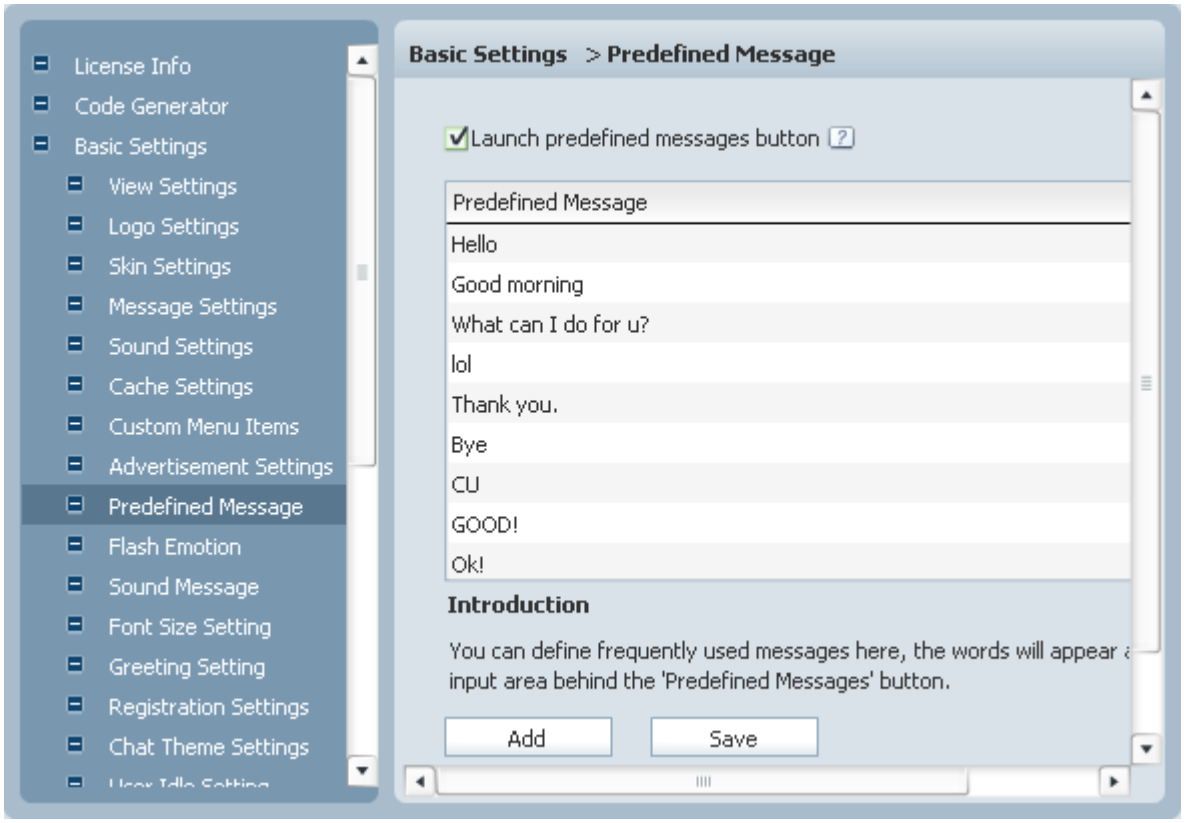


The panel will help you add Google AD at the bottom of your chat, if you need to launch such an AD, please check the **Enable external html** box first, paste the AD code in the textbox below and click **Save** and **Generate Code** button, then you will be redirected to another panel, in that panel, you may click the **Copy** button and paste the code in the clipboard to embed a chat in combination with your Google AD in a page.

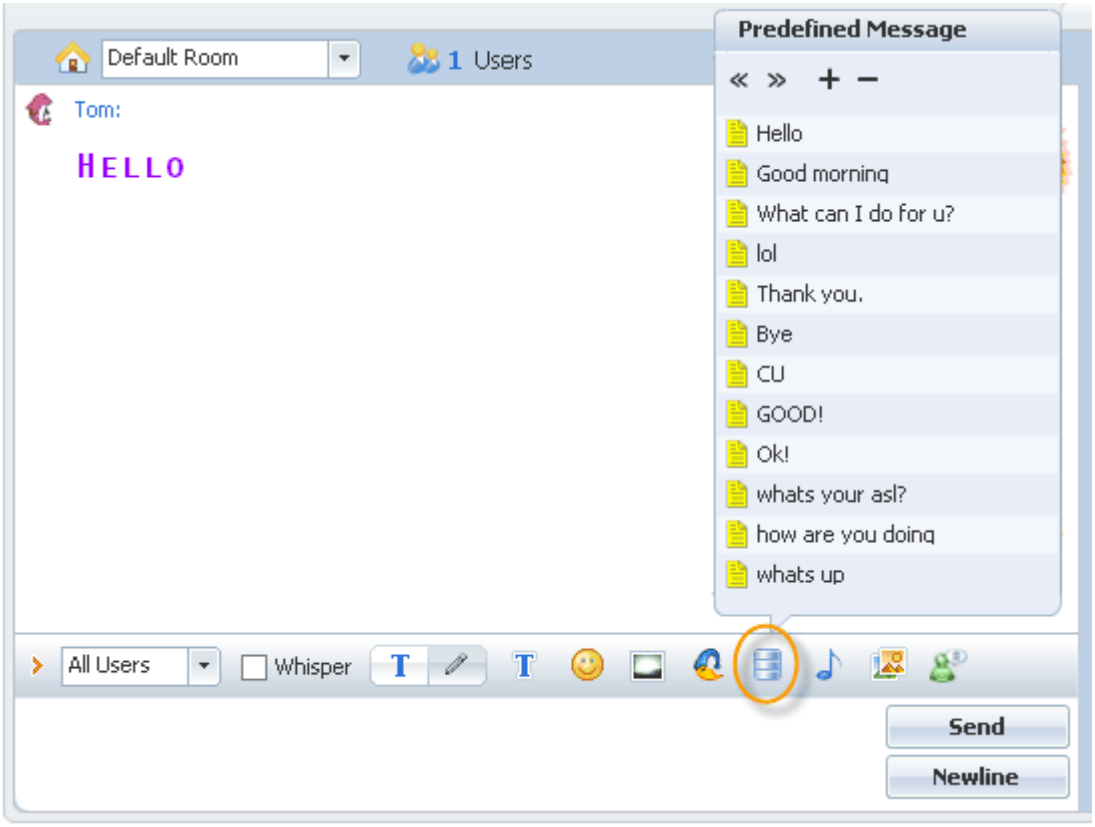


Predefined Message

Some frequently-used messages are set here. Actually, you can add your own messages here:

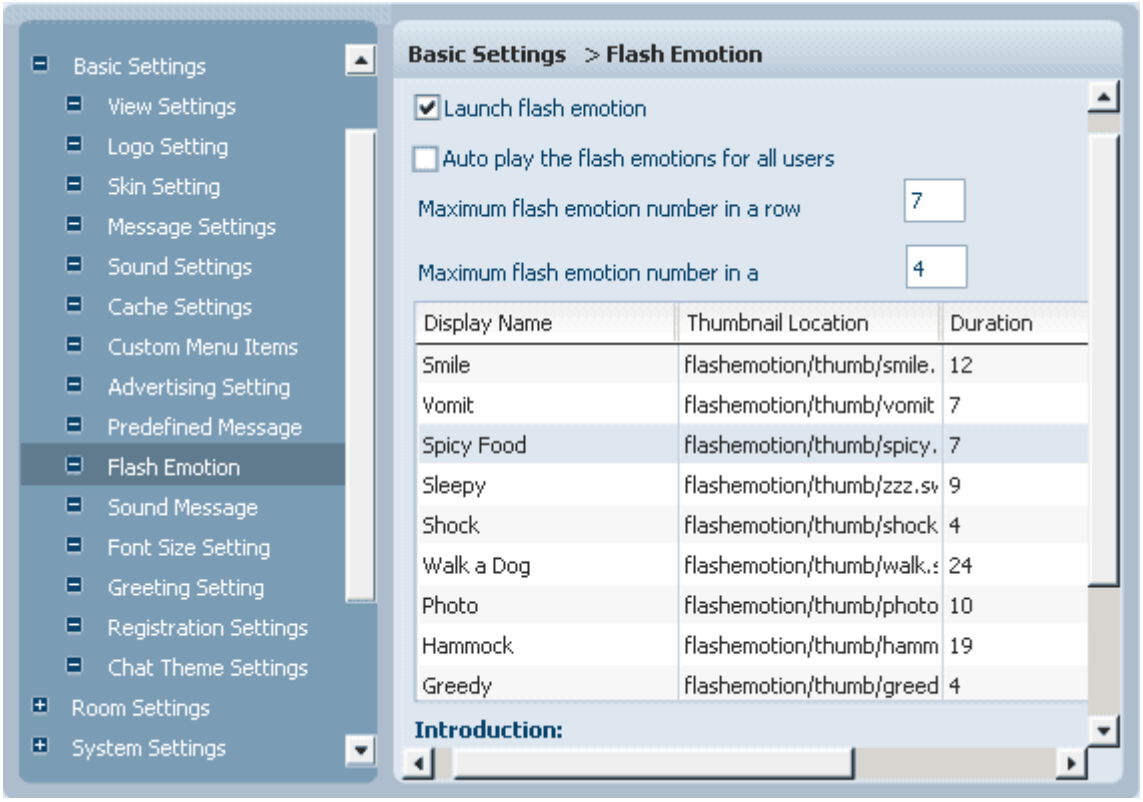


1. Enable **Launch predefined message button**.
2. Click **Add**, input new message.
3. Press **Save** button to finish setting.

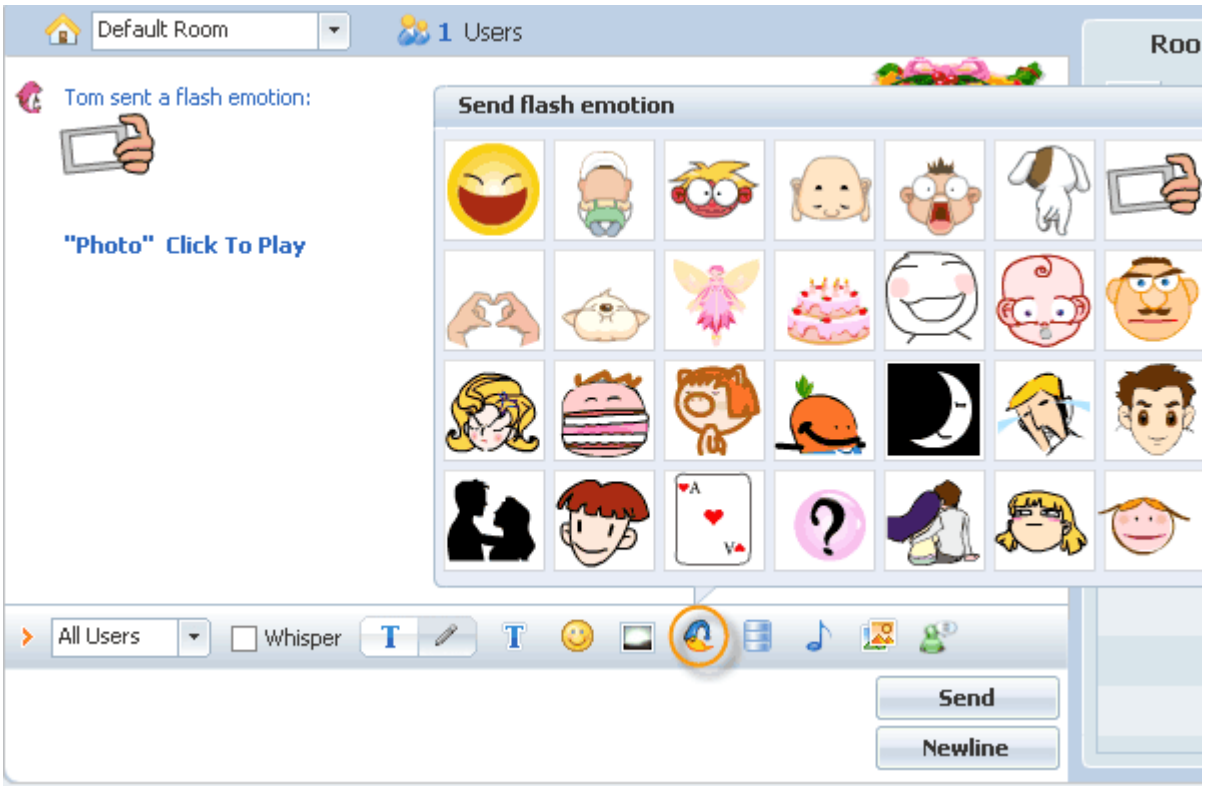


Flash Emotion

Here you can "launch flash emotion" by checking the item. Then you can use flash emotion in chat room. The name, quantity ,duration , location and thumbnail of flash emotion can be defined here.

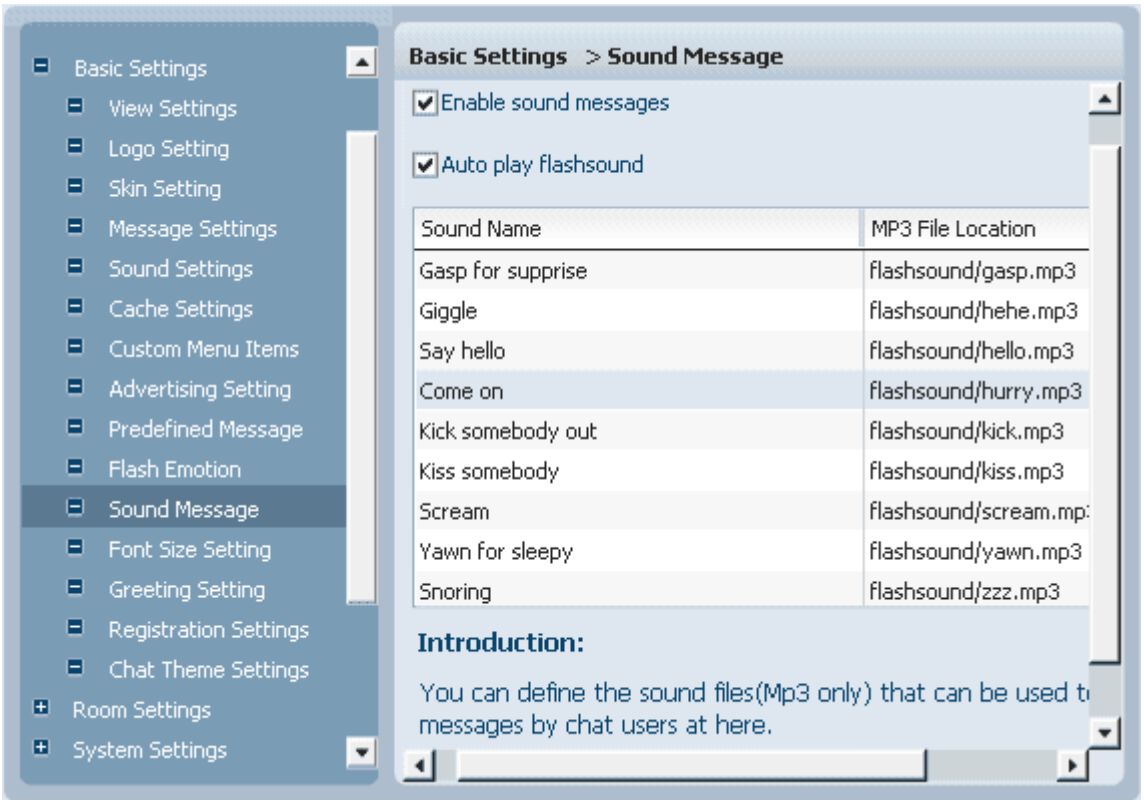


Field Name	Description
Emotion quantity in a row	Set the quantity of emotion in a row
Emotion quantity in a column	Set the quantity of emotion in a column
Display Name	Set the name of the flash emotion
Thumbnail Location	Set the location of the thumbnail
Duration(second)	Set the duration of the flash emotion
Emotion Location	Set the location of the emotion, absolute path and URL can be used here.



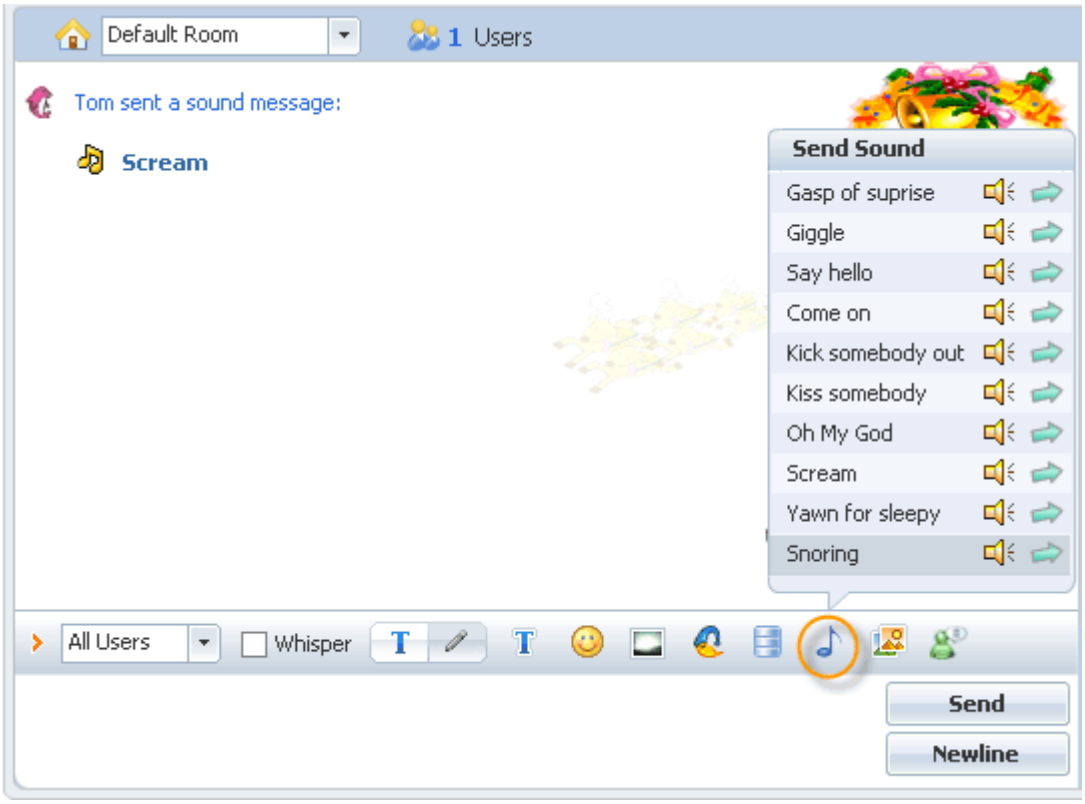
Sound Message

Audio files (MP3 only) that used to send out sound messages can be defined here.

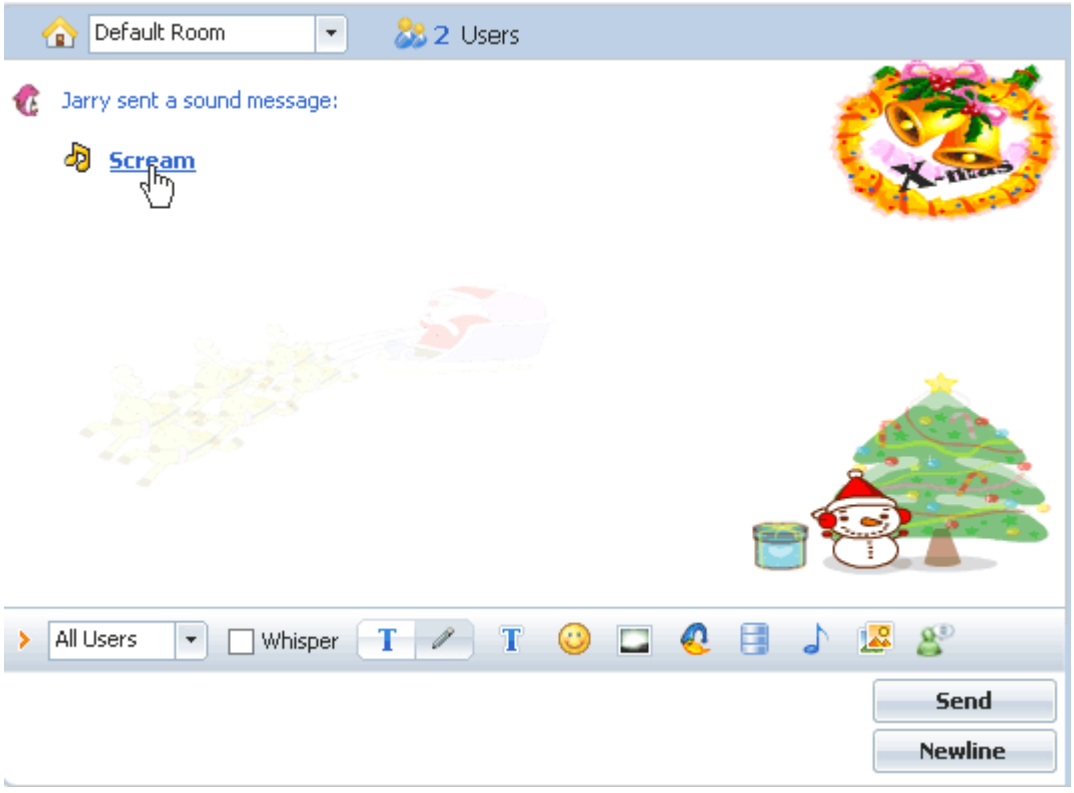


Field Name	Description
Enable sound message	Enable/Disable the sound messages.
Auto play flashsound	Enable/Disable auto play flashsound.
Sound Name	Set the name of the sound file.
MP3 File Location	Set the location of the MP3 File, URL can be used here.

With this feature enabled, a user can send sound message in their chat.

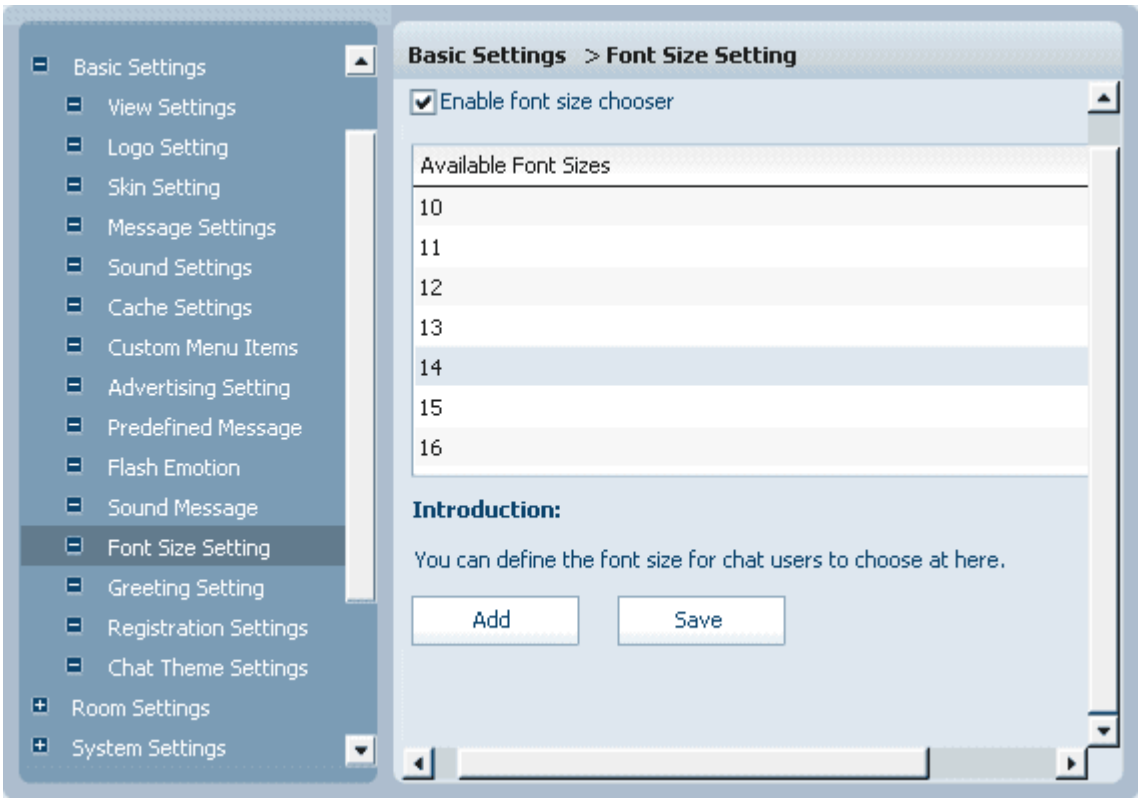


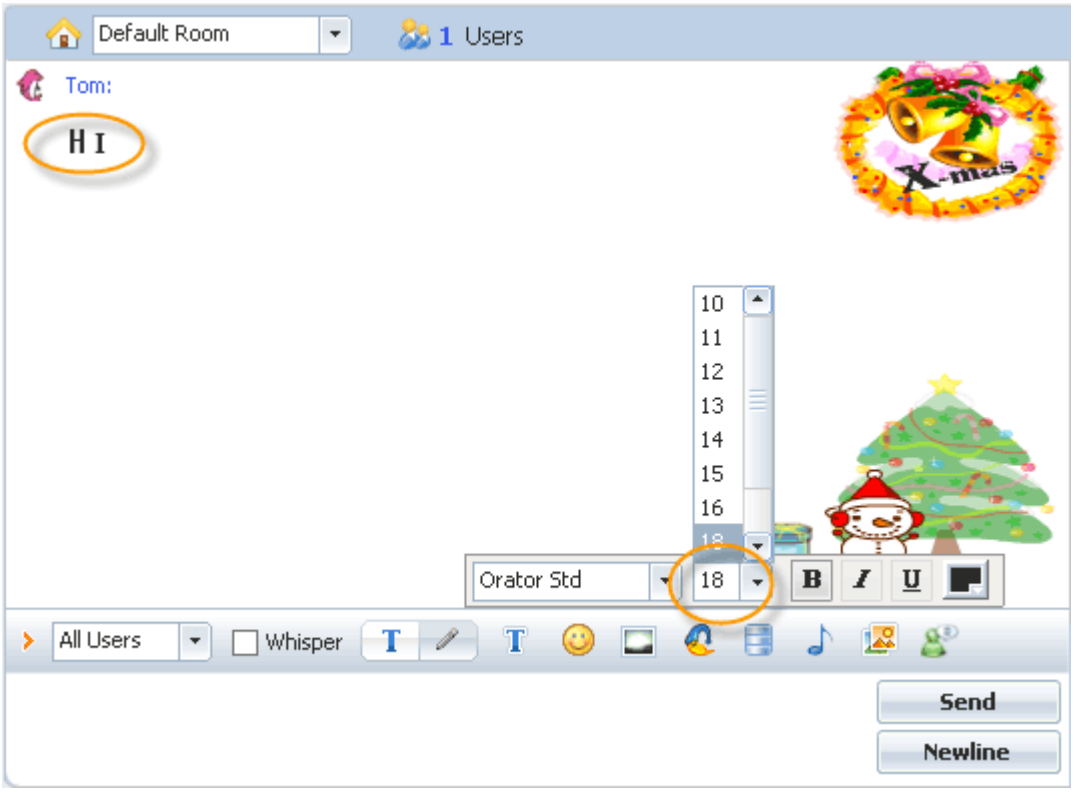
When user clicks the sound link in the chat area, the corresponding sound would be played.



Font Size Settings

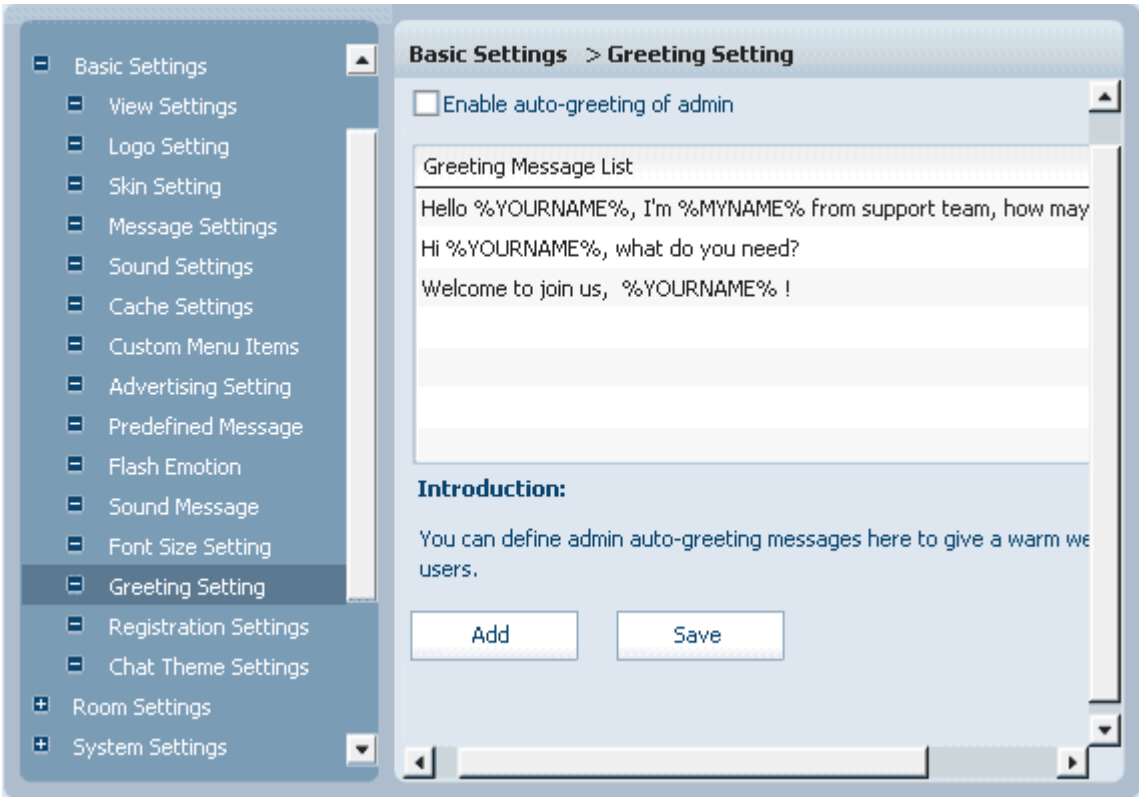
The font sizes (pixel) can be defined here for the chat users to choose. The permitted font size ranges from 1 to 36.



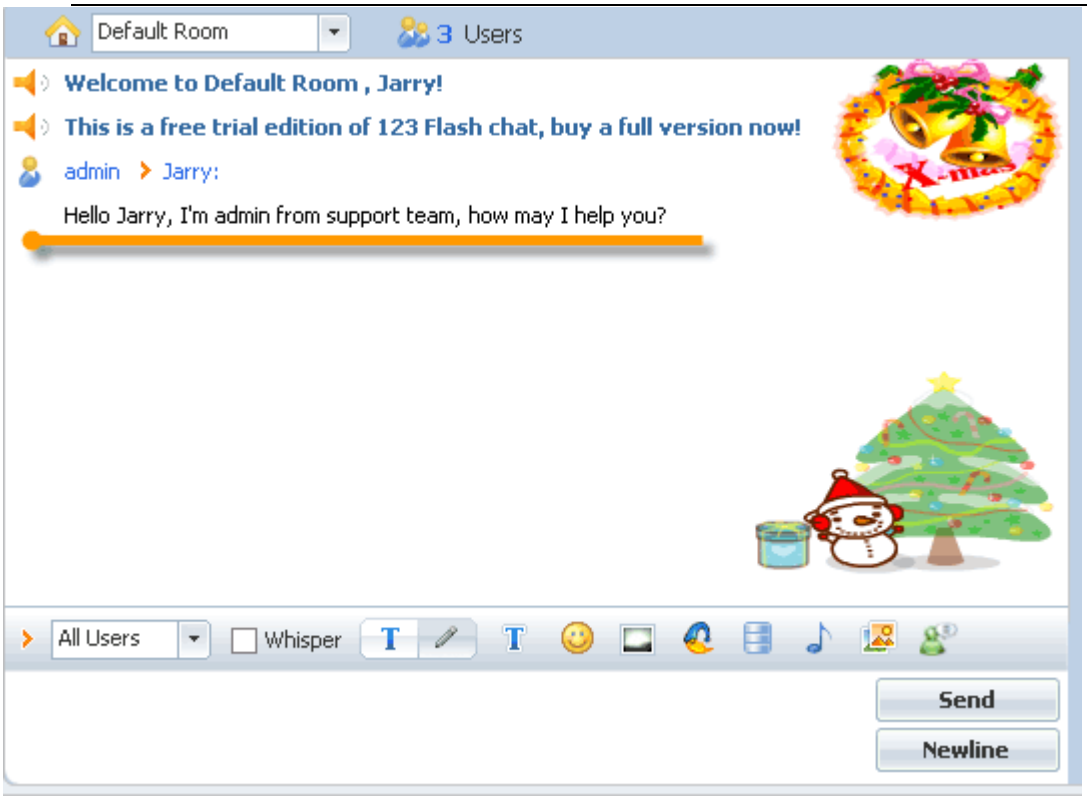


Greeting Settings

Auto-greeting messages can be defined here to give a warm welcome to all chat users.



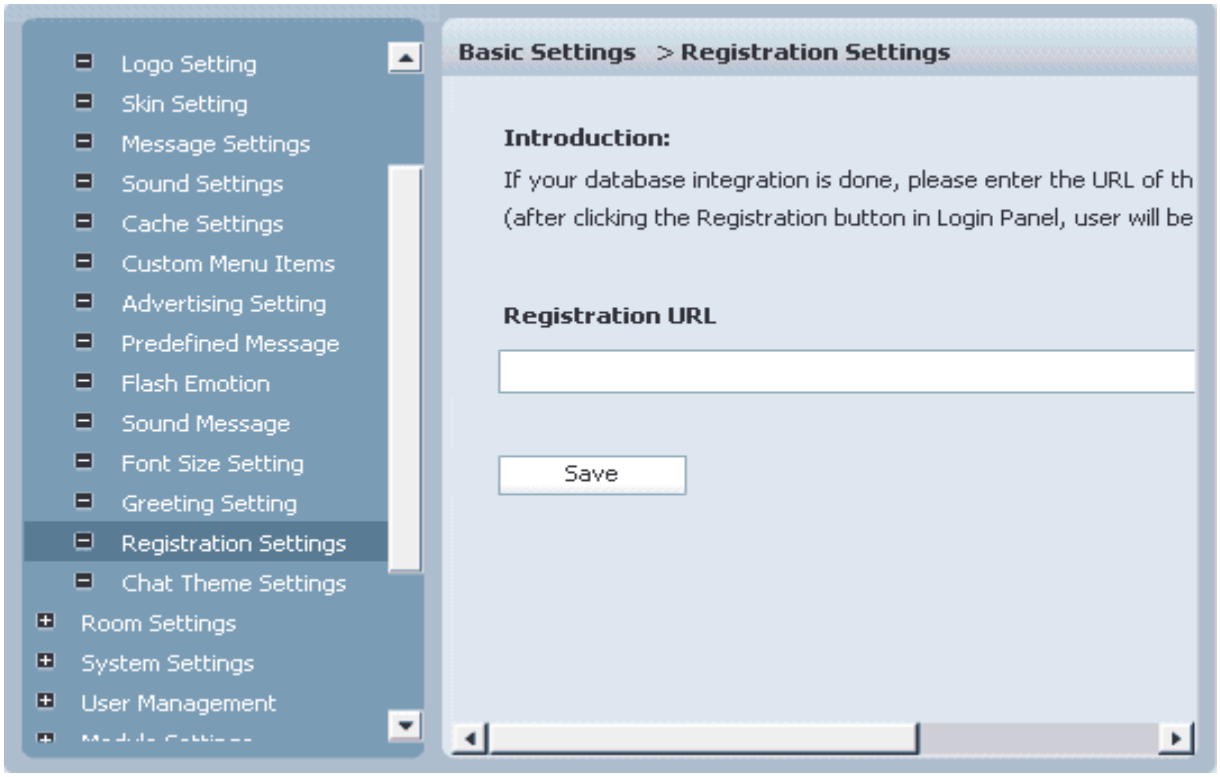
With it enabled, when a user enters chat room, a greeting would be delivered randomly. This feature would be helpful for the chat room used for live help; %YOURNAM% and %MYNAME% here are wildcards representing new-comer and administrator respectively.



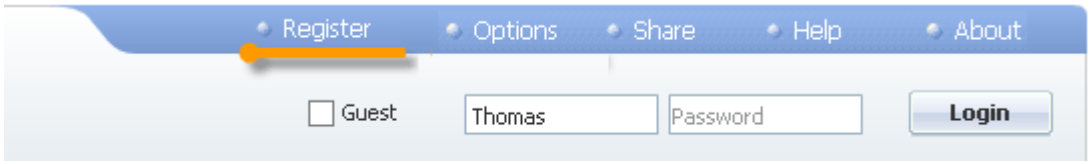
Note: the feature is only available when administrator is in room.

Registration Settings

The aim of this function is fairly simple: redirecting a user to the registration page of your website. You may fill in the field with the URL where you need your user to register and he will be redirected to the registration page when he clicks on the Registration button on the Login Panel.

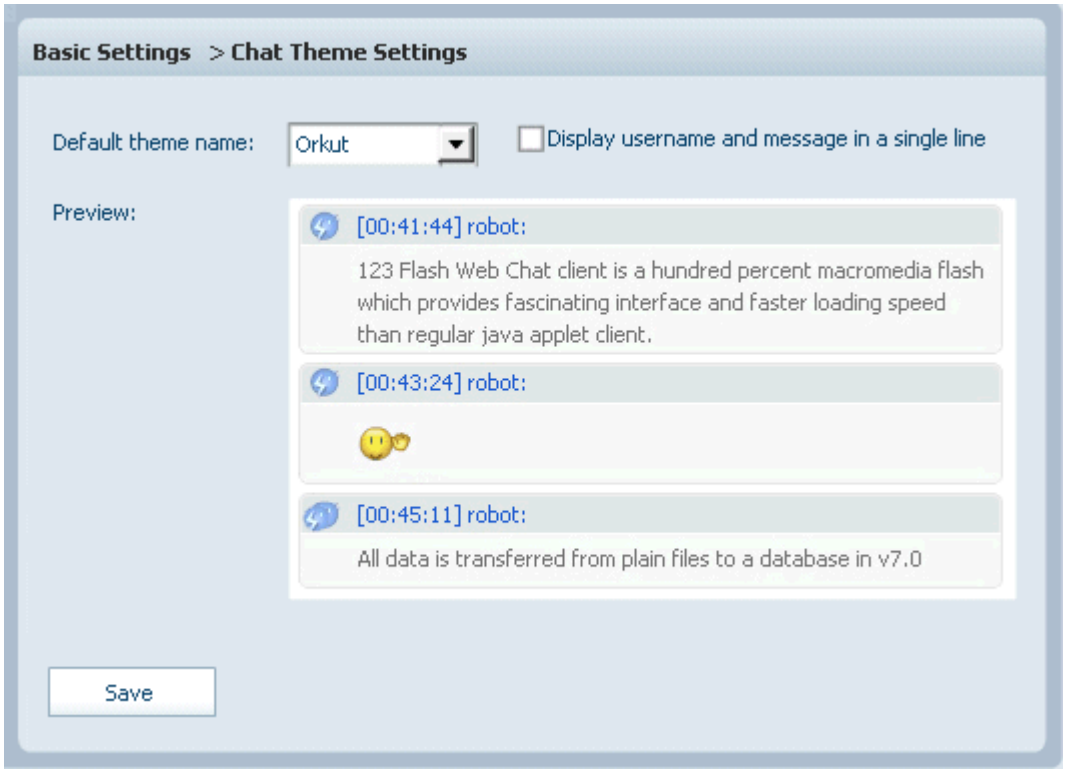


When a user clicks on the **Registration** button at Login Panel, he will be automatically redirected to the page you mentioned above:

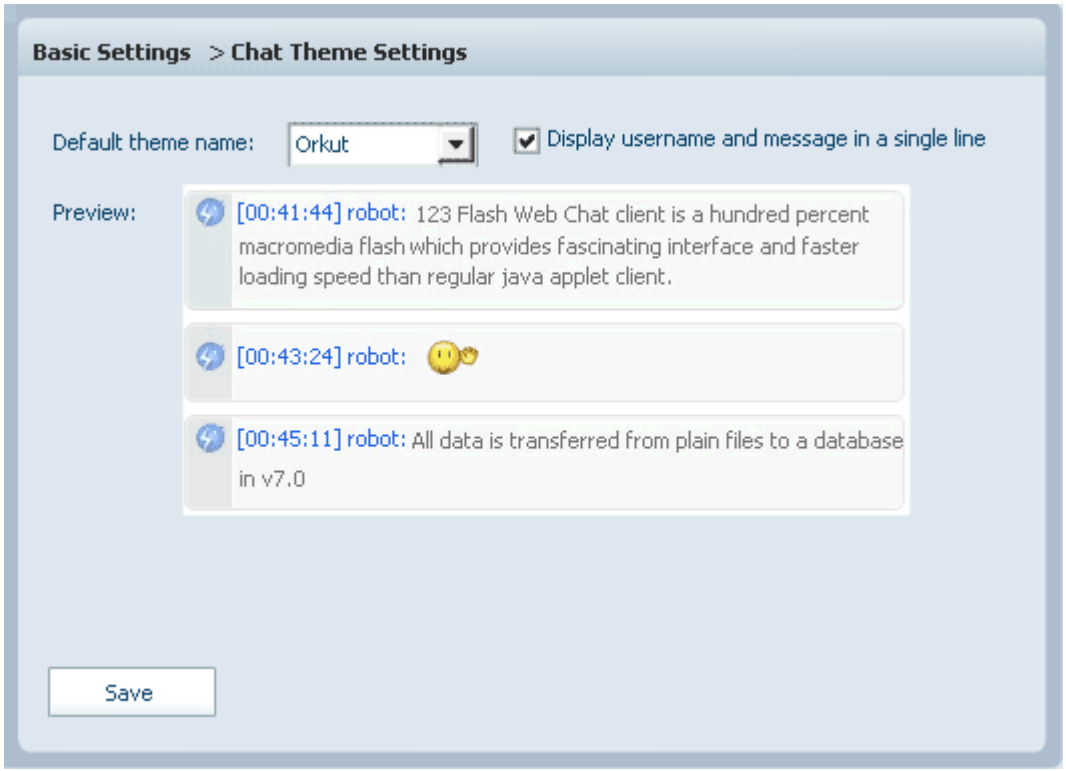


Chat Theme Settings panel may help you to choose your favorite chat theme.

Please click the **Default theme name** to choose your default chat theme.

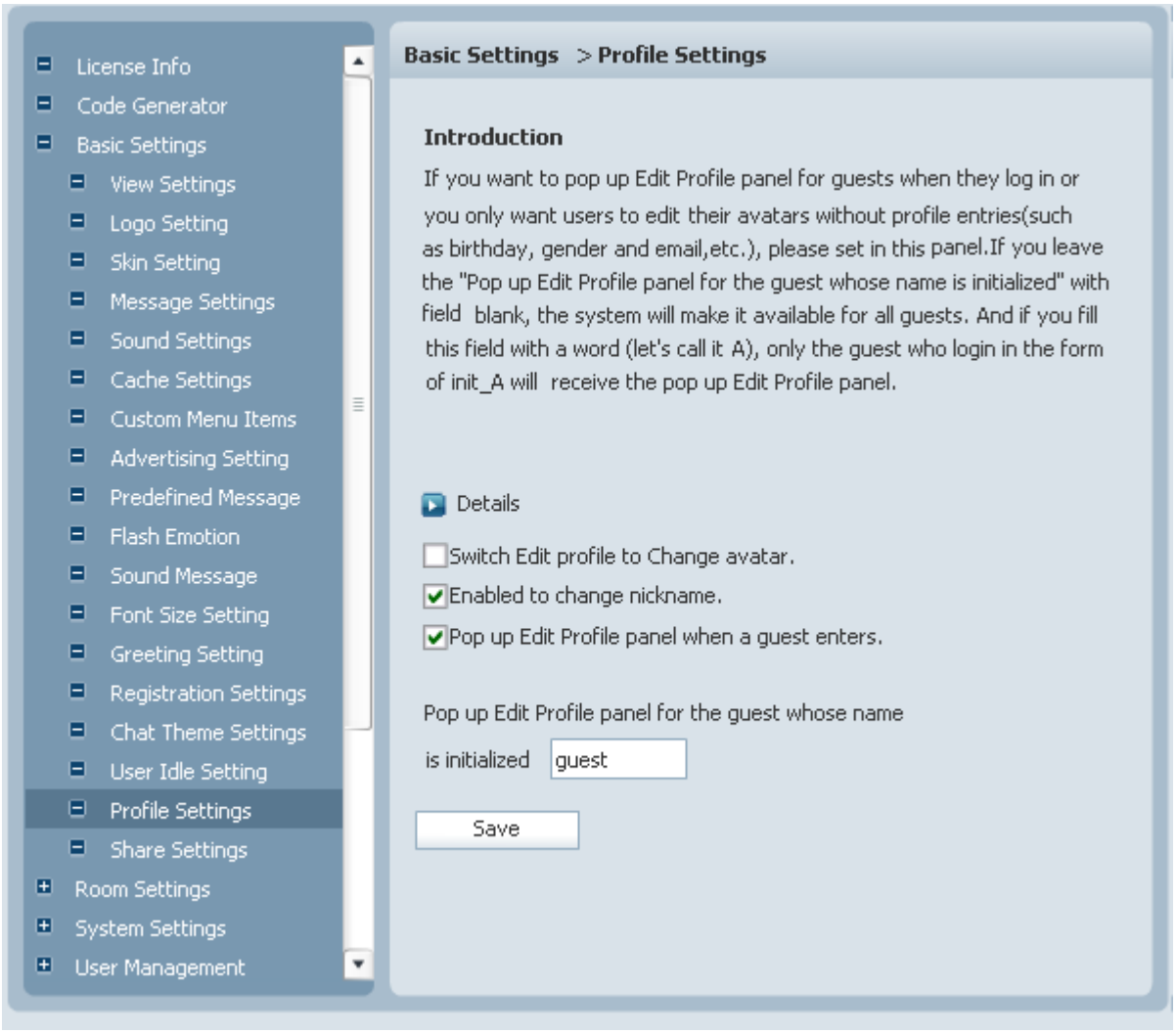


If you need to show username and message in a single line, please check this item: **Display username and message in a single line.**

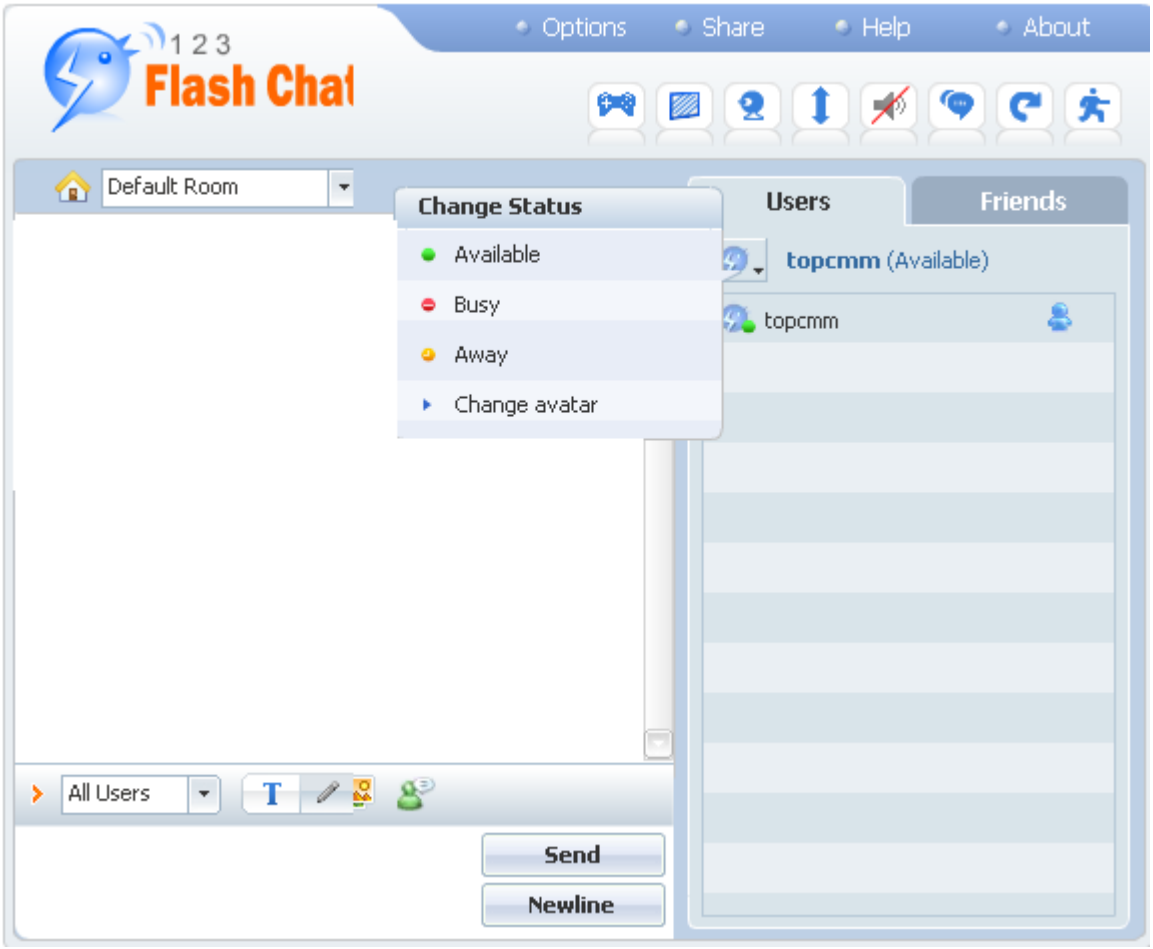


Profile Settings

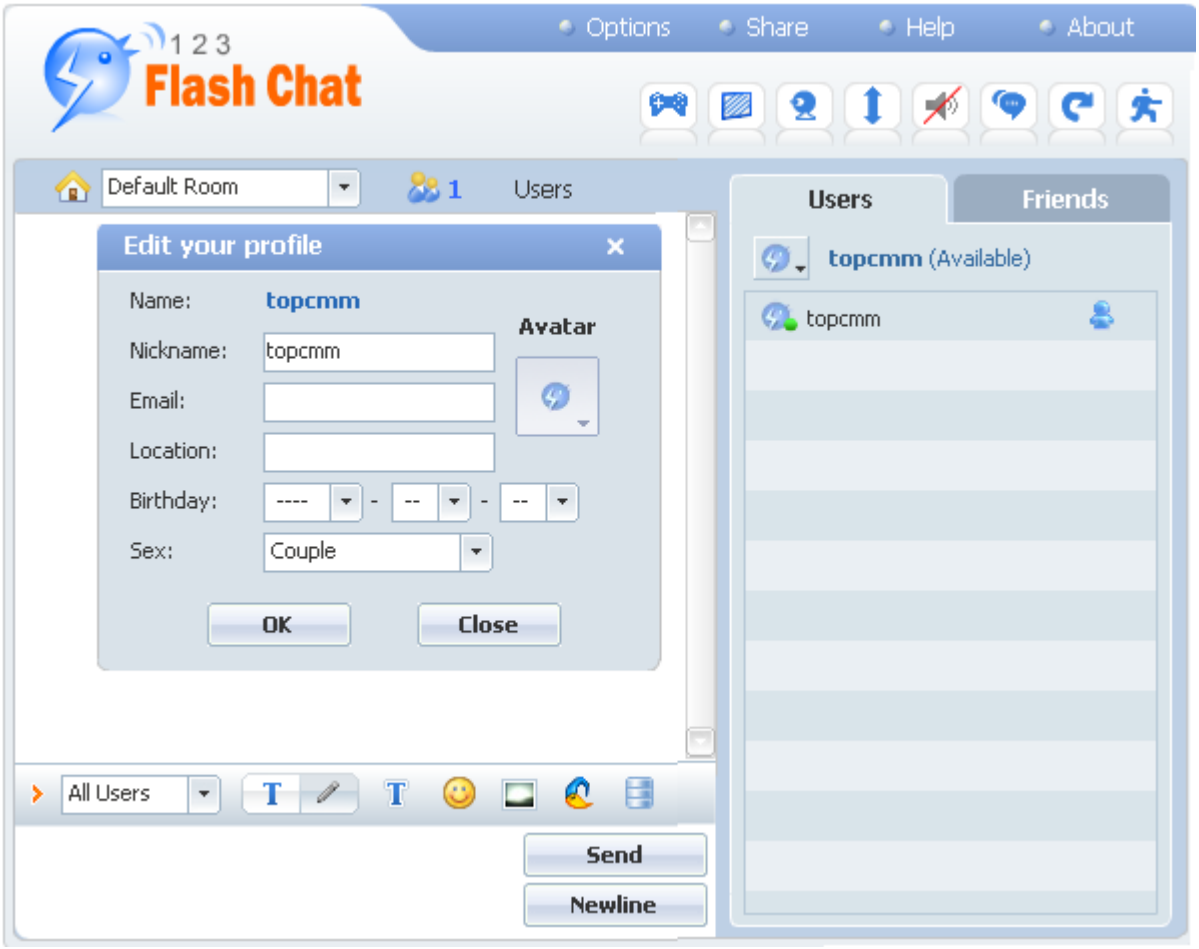
If you want to let your user change their avatar, edit their profile, modify their names, or you want all the guests to show their "Edit profile panel" when they enter the chat room for the first time, you can set your settings to achieve all these on the current panel.



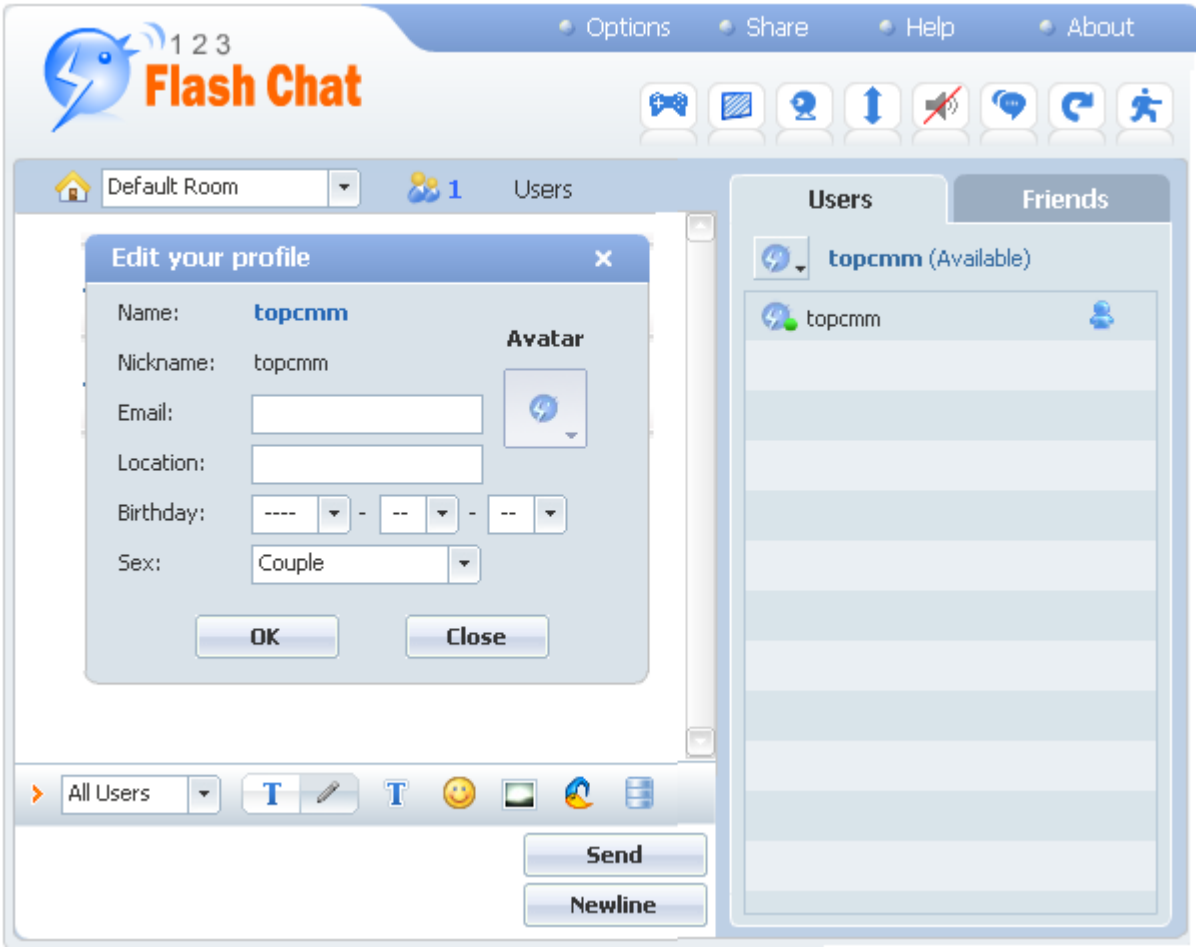
1. If you only permit the users to choose their avatars, please check the "Switch Edit profile to Change avatar".
When it is checked, please take a look at the below screenshot.



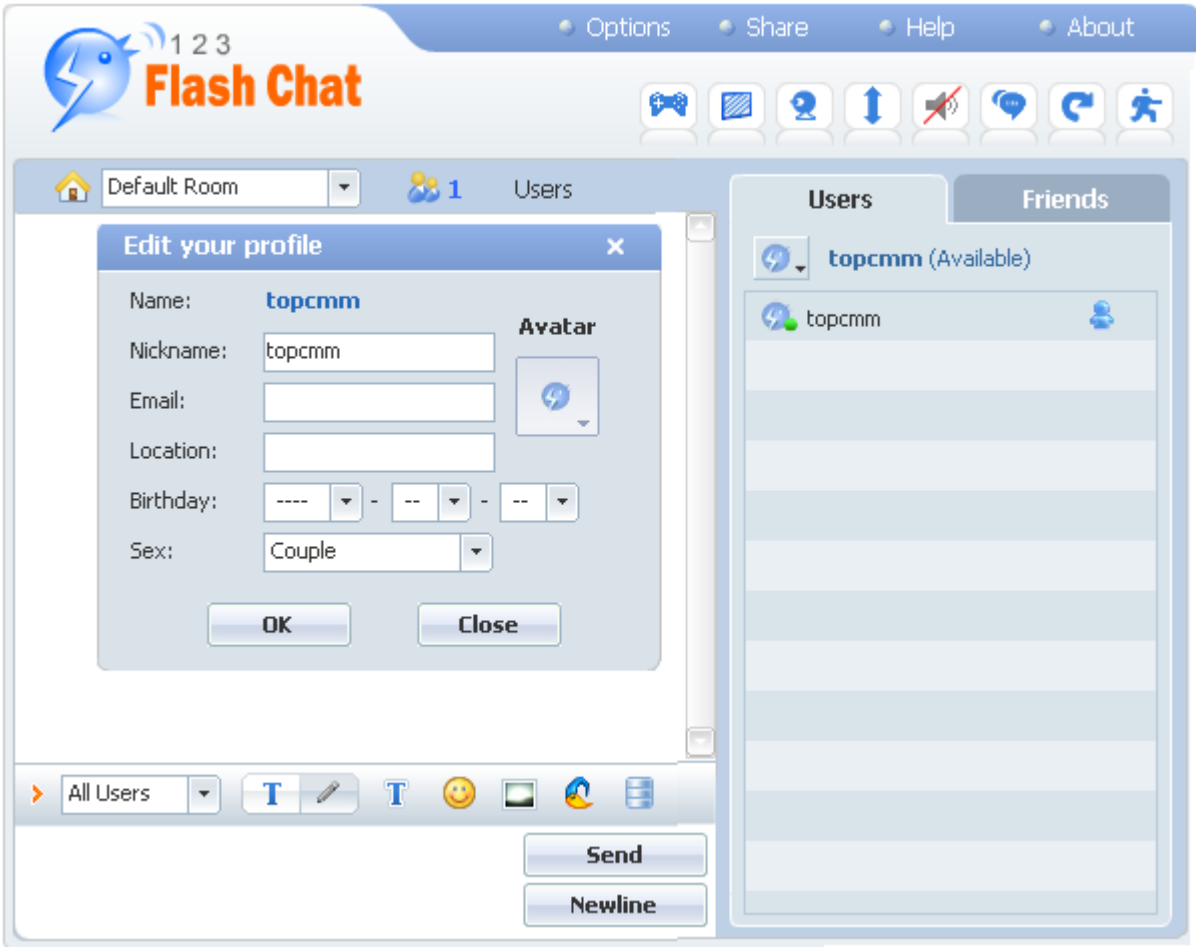
When it is not checked and the “Enabled to change nickname” is checked, it shows that you can modify the nickname.



When it is not checked and the "Enabled to change nickname" is not checked, it shows that you cannot modify the nickname.



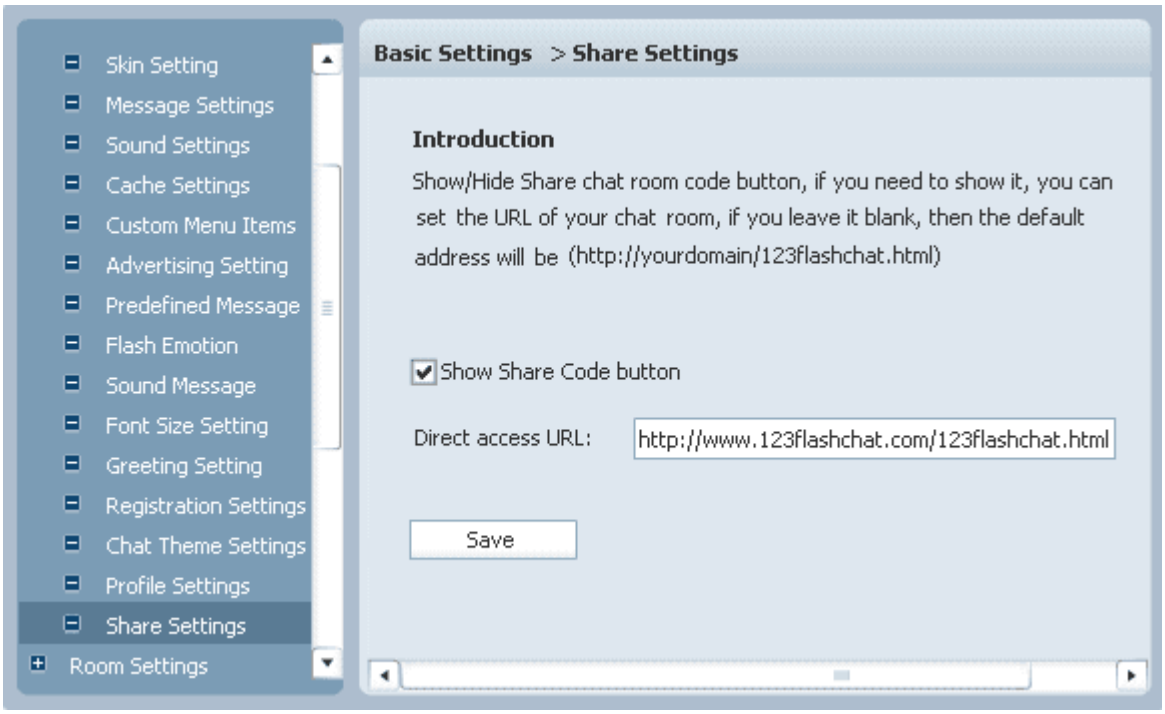
2. If you want the system to popup the "Edit Profile" panel, please check the checkbox "Pop up Edit Profile panel when a guest enters". Meanwhile, the "Enable to change nickname" checkbox must be checked. If the username begins with the text of the "Pop up Edit Profile panel for the guest whose name is initialized with", this panel will be popup. If the text of this textbox is empty, it will produce the same effect whatever the username is.



Share Settings

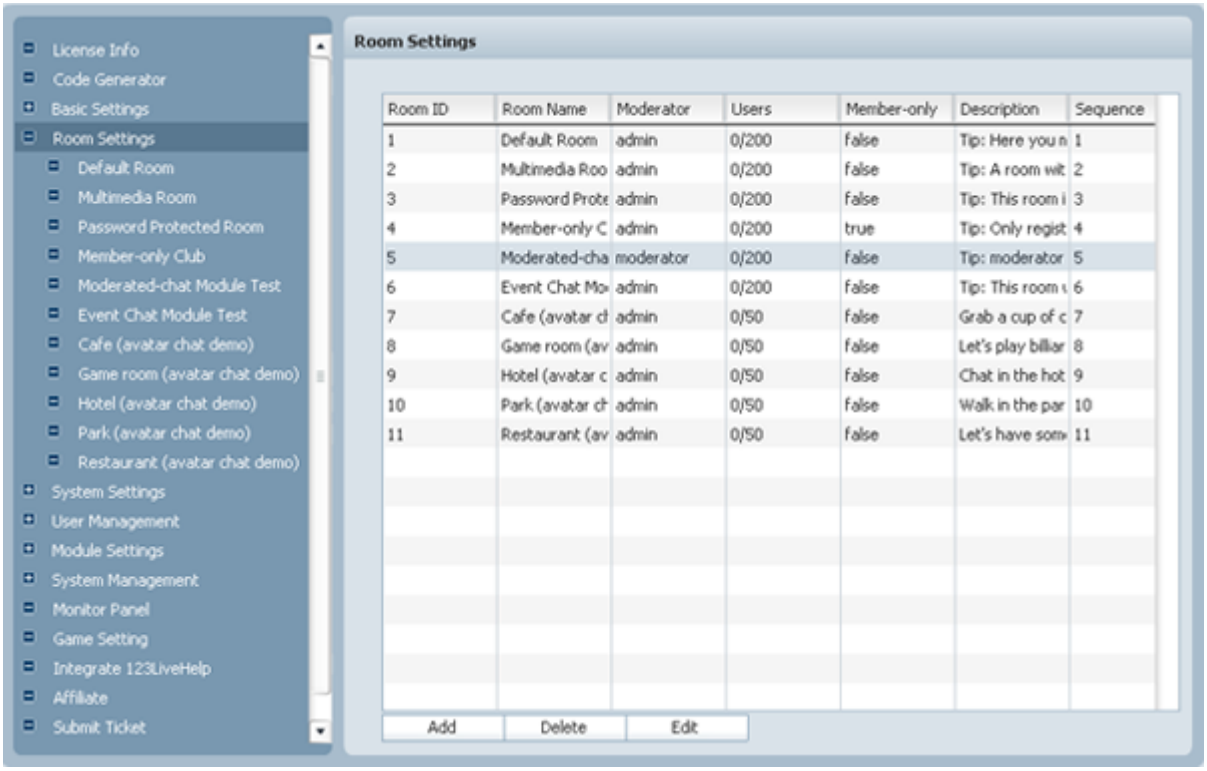
The panel is mainly used to manage the settings of **Share** functionality in the chat panel. If you need your users to use it to invite their friends to join your chat, please check the **Show Share Code** box to show it in the chat panel and enter the URL of your chat in the **Direct access URL**

field.



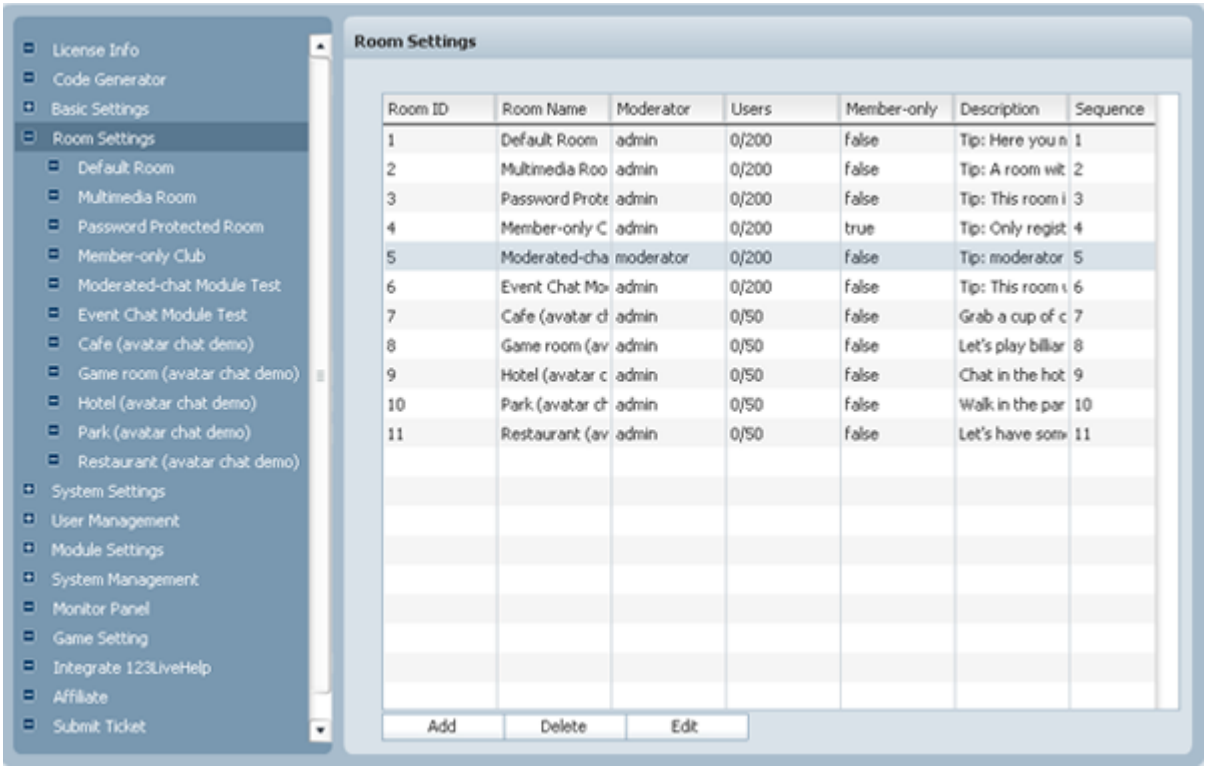
The Share panel and Direct Access URL:

Eleven rooms are offered here. The three buttons: Add, Delete and Modify at the bottom of the panel can be used to add, delete and modify the rooms. When you select one room in the list, the background would be highlighted, when you press, the next room would be select, press the previous one, the last one, the first one.



Room Settings

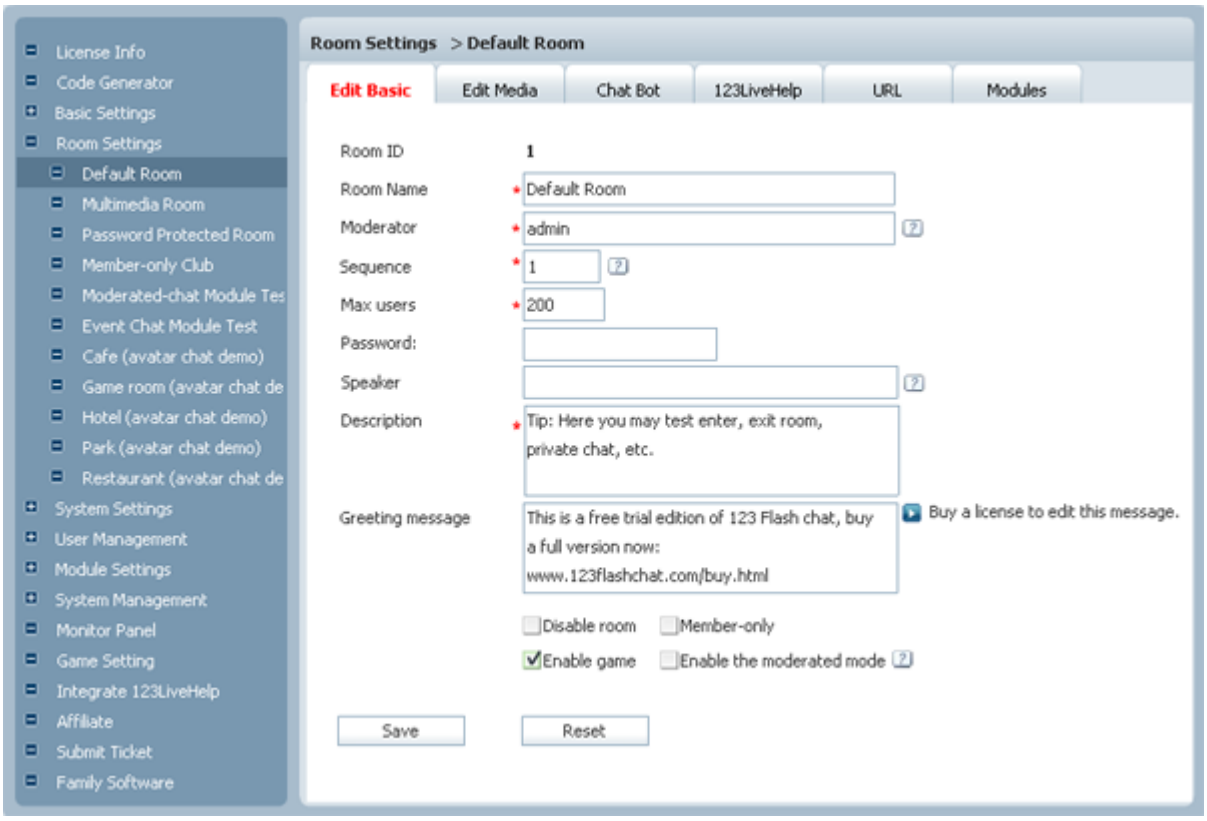
Eleven rooms are offered here. The three buttons: Add, Delete and Modify at the bottom of the panel can be used to add, delete and modify the rooms. When you select one room in the list, the background would be highlighted, when you press, the next room would be select, press the previous one, the last one, the first one.



Add a Room

Edit Basic
Edit Media
Chat Bot
123LiveHelp
URL
Modules

Edit Basic

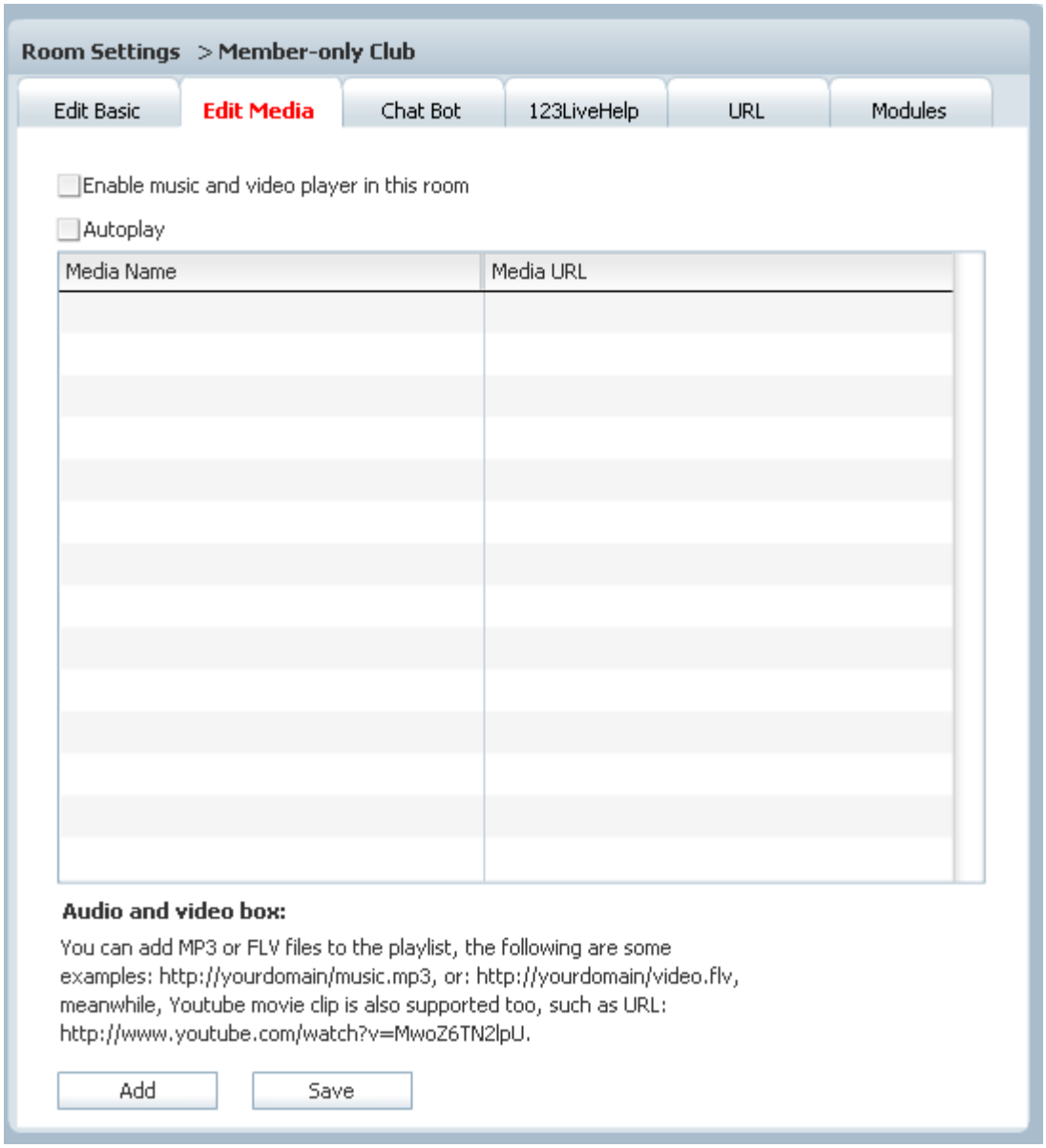


Field Name	Description
Room Name	The name of the room (necessary).
Moderator	The moderators of this room (necessary).
Max Users	Determines the maximum number of users allowed for this room (optional).
Password	Password if this is a password-protected room(optional)
Speaker	The speakers of this room, if there is more than one speaker, you can separate their names with comma.
Description	Room description.
Input Greeting	Greetings to the new-comer.
Close room	Open/ Close this chat room.
Member-only	Member-only allowed or anyone can be allowed.
Enable the Moderated Mode	Enable/Disable the moderated mode.

Note: After finishing your choices, you can press **Save** button to save your settings, or **Reset** to set again.

Edit Media

Click **Edit Media** tab, the following window would open :



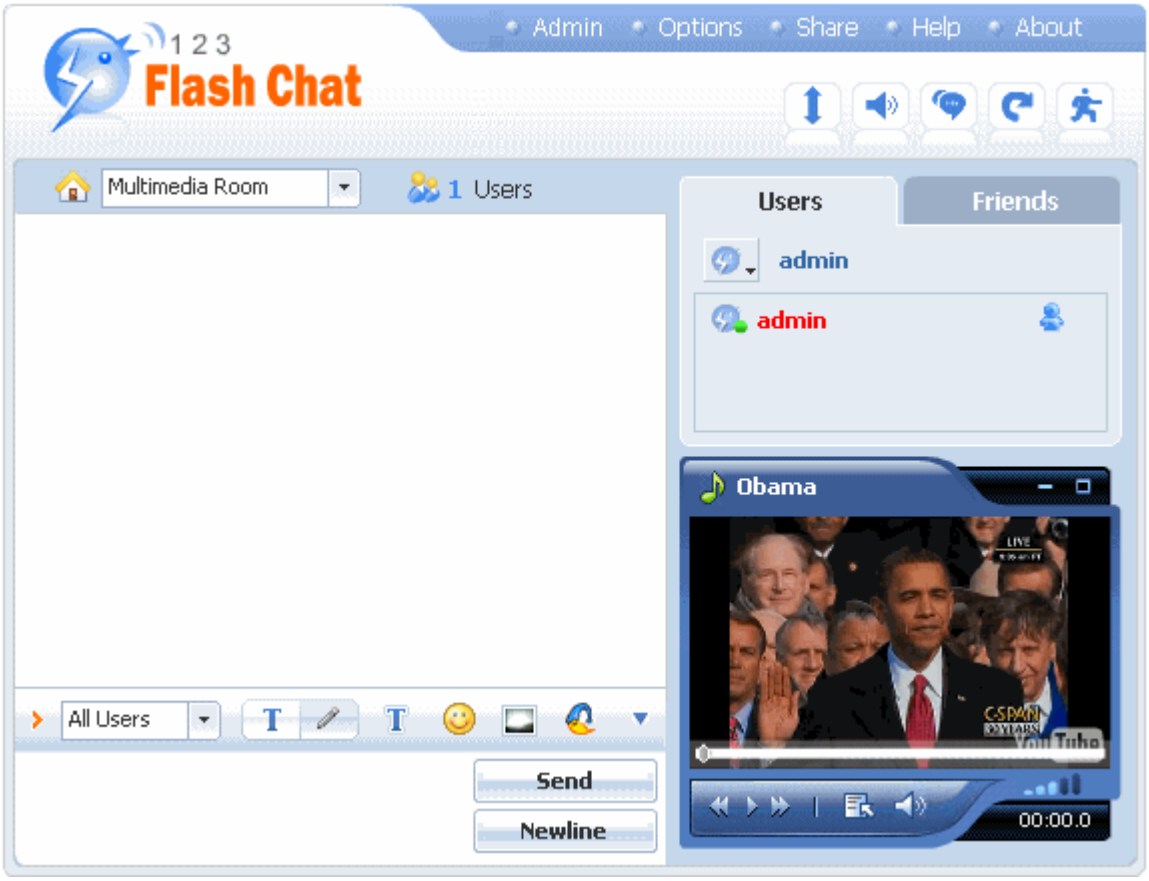
Check **Enable music and video player in this room** first and then press **Add** button , you can add the music and video with the media name entered in the left blank field and media URL in the right. Press **Save** button to complete this process.

Checking **Autoplay** could make the room play music automatically when it is loaded.

The support audio formats are mp3 and flv .

A flash player playing mp3 file .

A flash player playing flv file.



The max button:

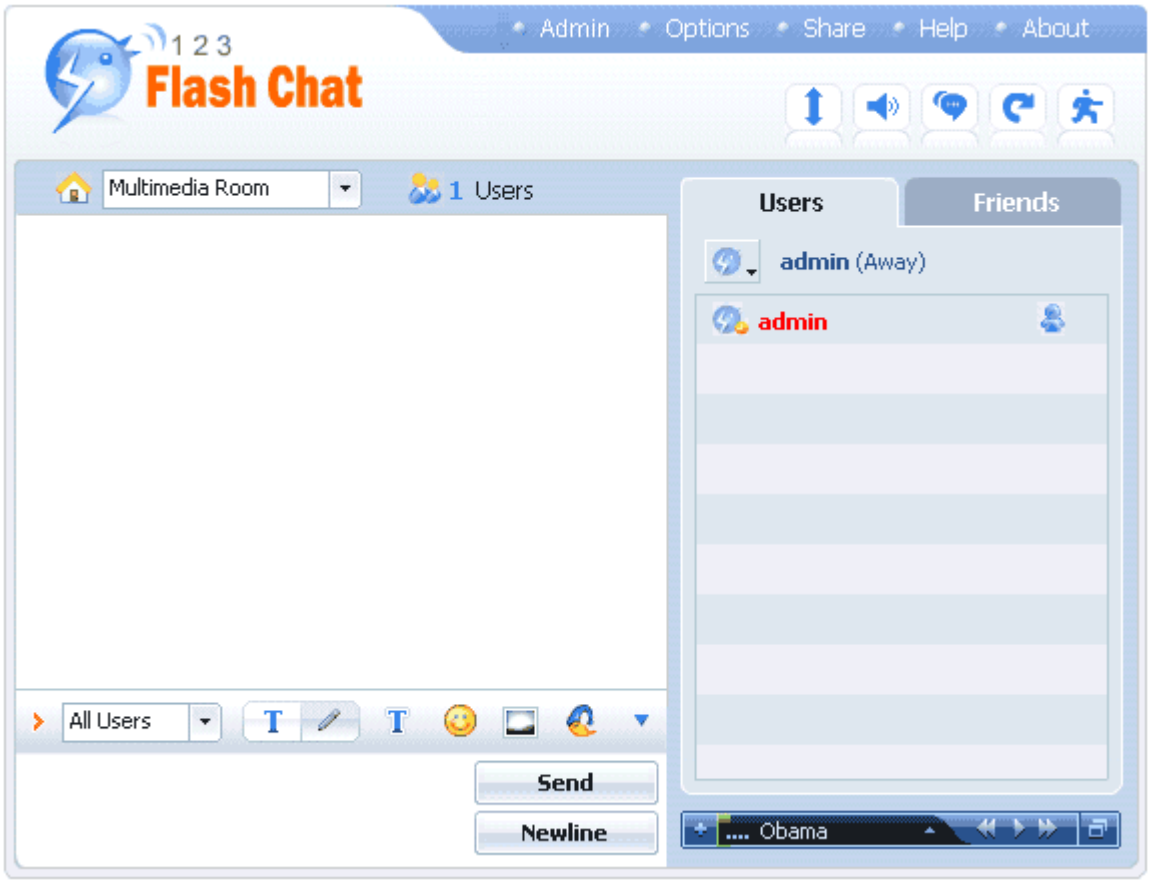
A float window would open after clicking the max button.

You can resize the window to suit your need.

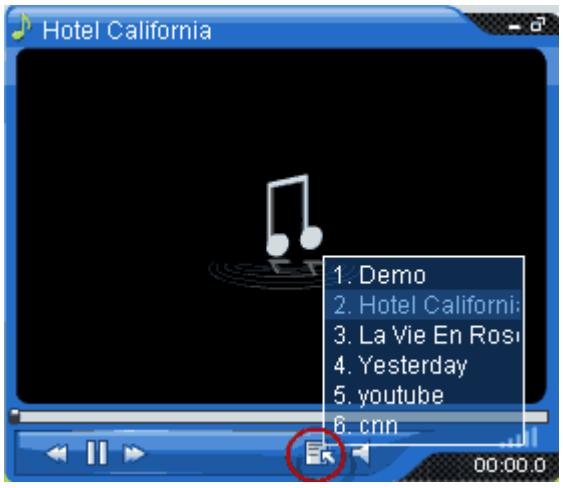
After re-clicking the button, the player would be withdrawn to its original position.

The min button:

You can hide the player by using the min button.

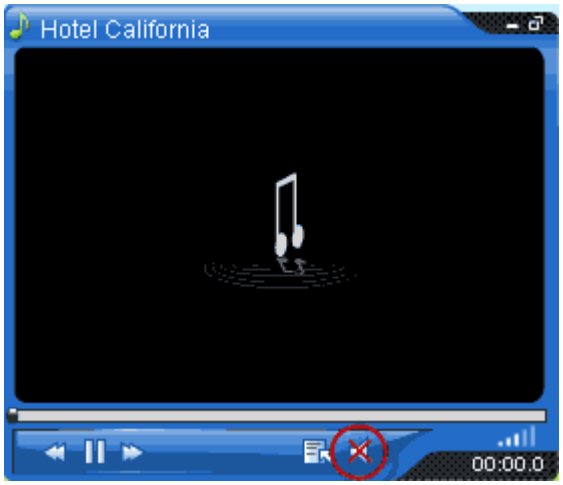


The playlist button:



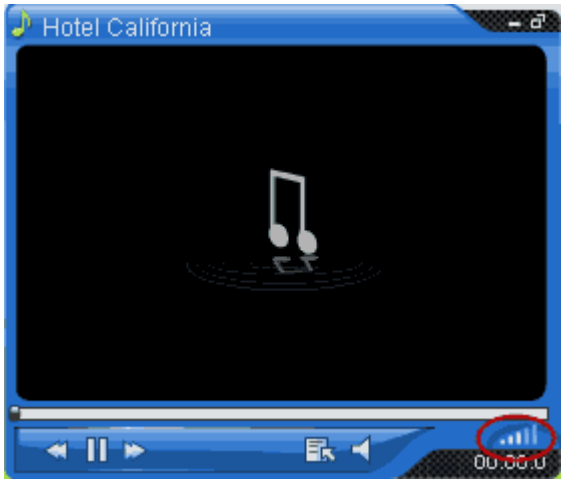
You can select your favorite video/audio in the playlist.

The mute button:



You can turn off the audio quickly by using mute button.

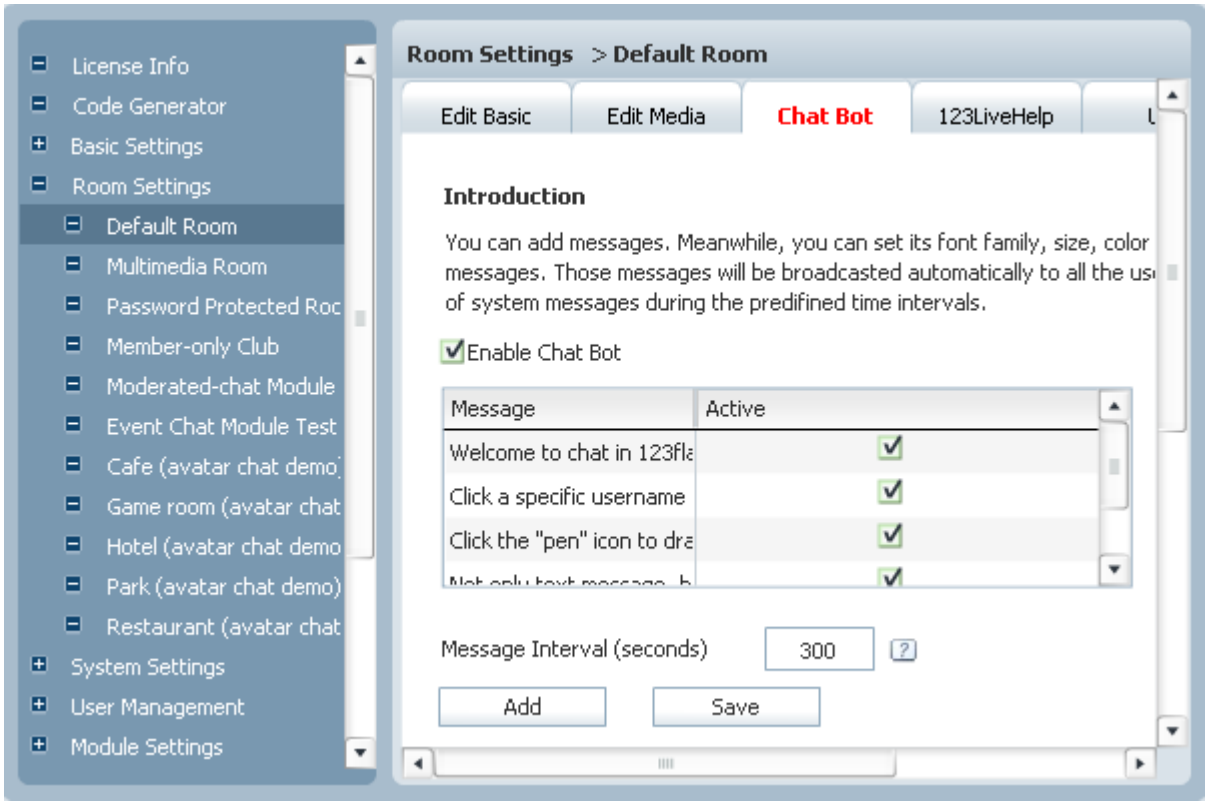
The volume slider:



You can adjust the volume by moving volume slider.

Chat Bot

Click **Chat Bot** tab, you will see the following window:

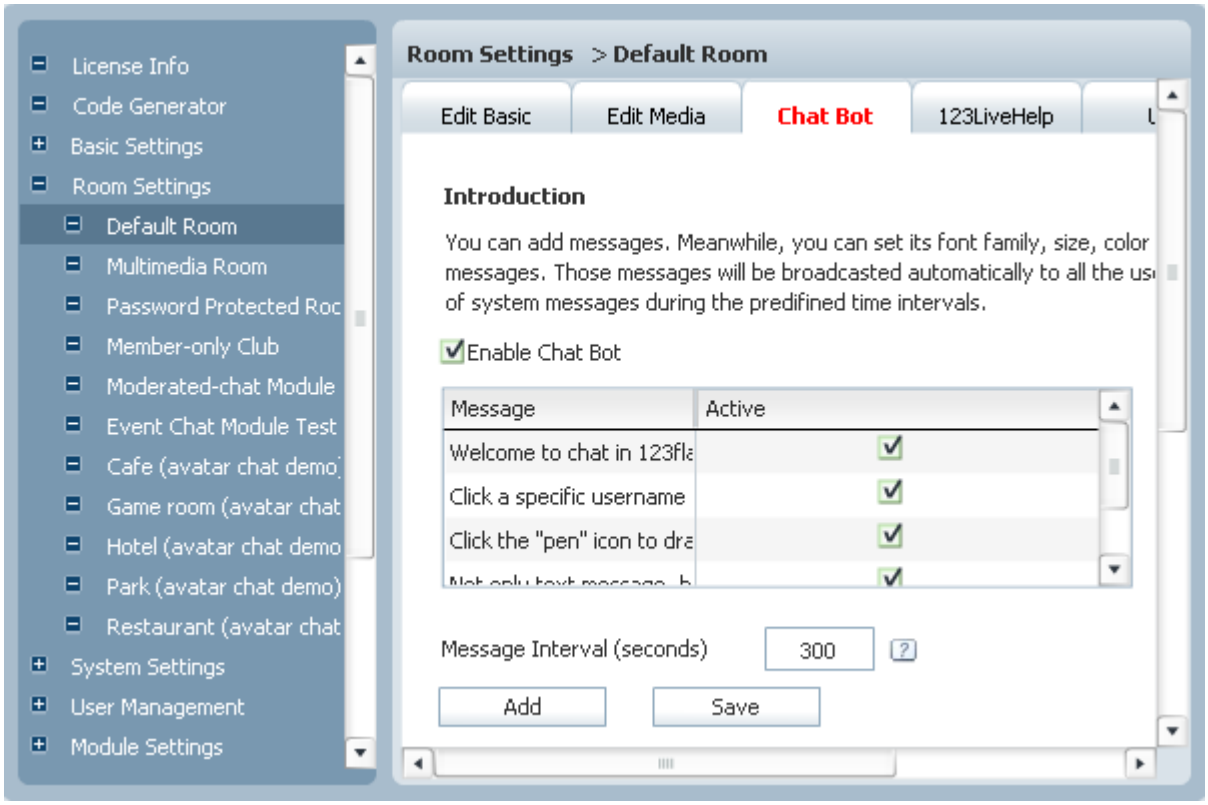


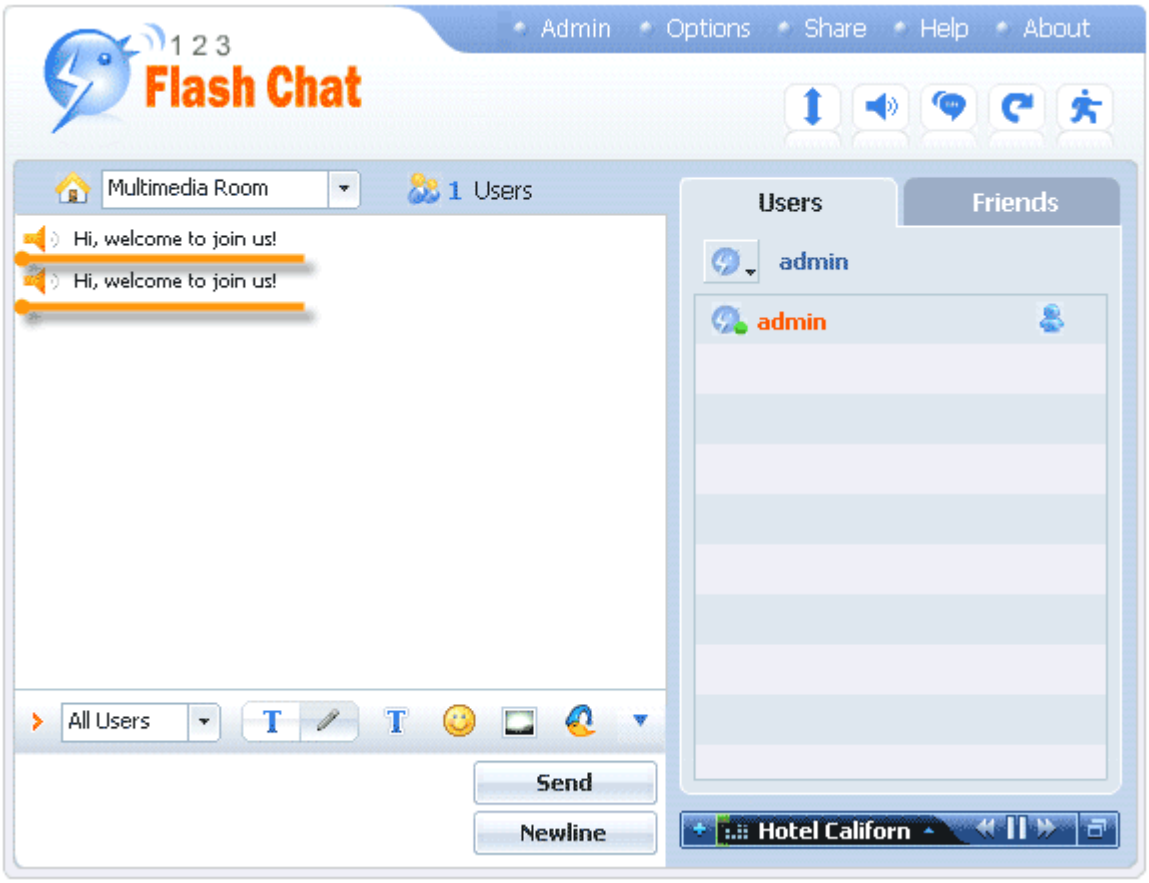
It can be used for site news or text advertisements.

With **Chat Bot**, specific message(s) can be broadcast to specific rooms or all rooms at predefined intervals. Messages can be added, edited and removed from the list. There can be multiple messages for one room, or one message for all rooms.

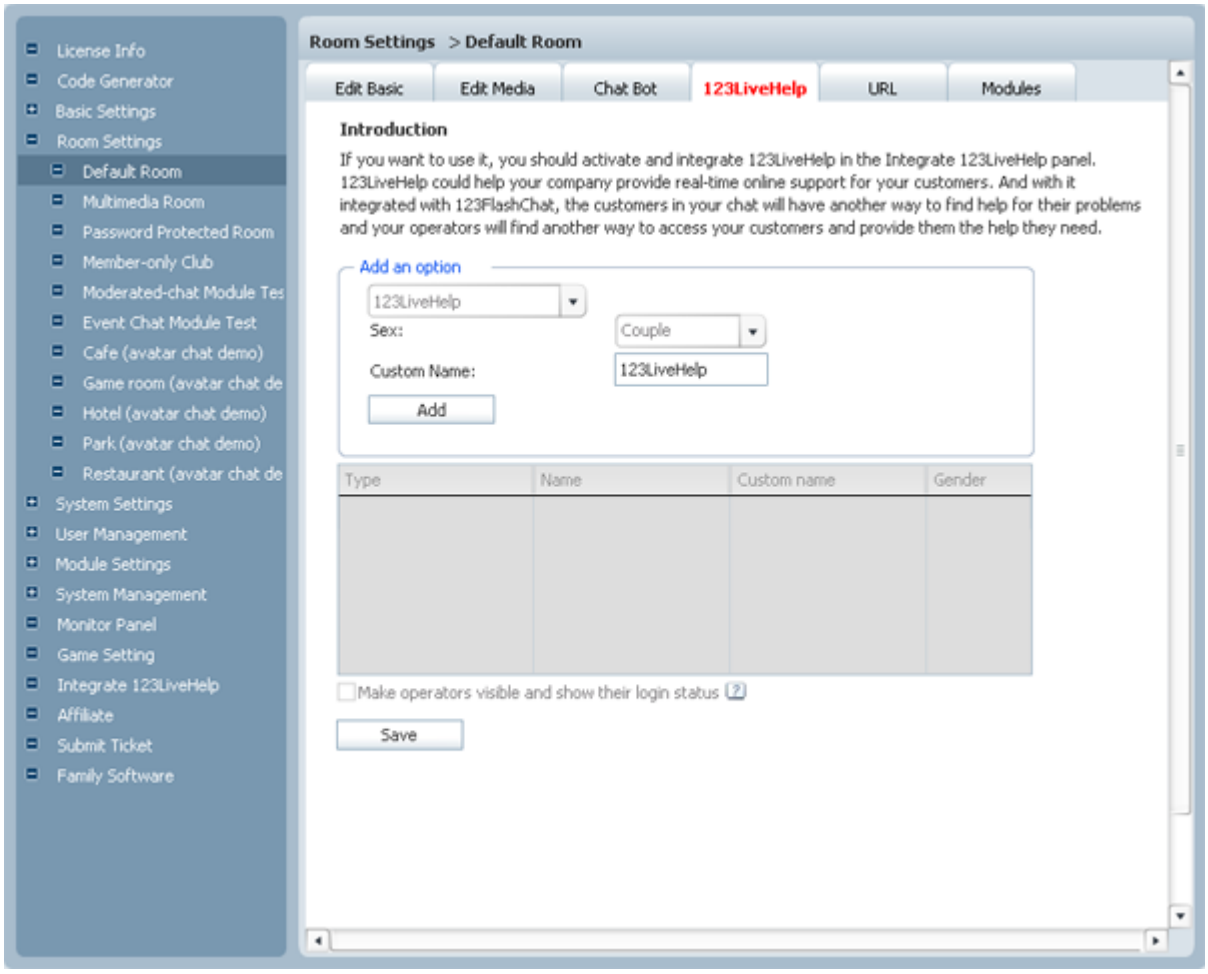
You can operate as follows:

Click **Enable Chatbot** tab and then press **Add**, you can add message(s) you like to the blank listbox where the font size or shape can be edited by the buttons at the bottom. All the message(s) you have added can only be broadcasted by clicking Active button. You can also define the interval of message-broadcasting. After doing that, you can press Save to finish the whole process.


License Info
Code Generator
Basic Settings
Room Settings
Default Room
Multimedia Room
Password Protected Roc
Member-only Club
Moderated-chat Module
Event Chat Module Test
Cafe (avatar chat demo)
Game room (avatar chat
Hotel (avatar chat demo
Park (avatar chat demo)
Restaurant (avatar chat
System Settings
User Management
Module Settings
Room Settings > Default Room
Edit Basic
Edit Media
Chat Bot
123LiveHelp
Introduction
You can add messages. Meanwhile, you can set its font family, size, color
messages. Those messages will be broadcasted automatically to all the us
of system messages during the predifined time intervals.
Enable Chat Bot
Message
Active
Welcome to chat in 123fl
Click a specific username
Click the "pen" icon to dra
Message Interval (seconds)
300
Add
Save

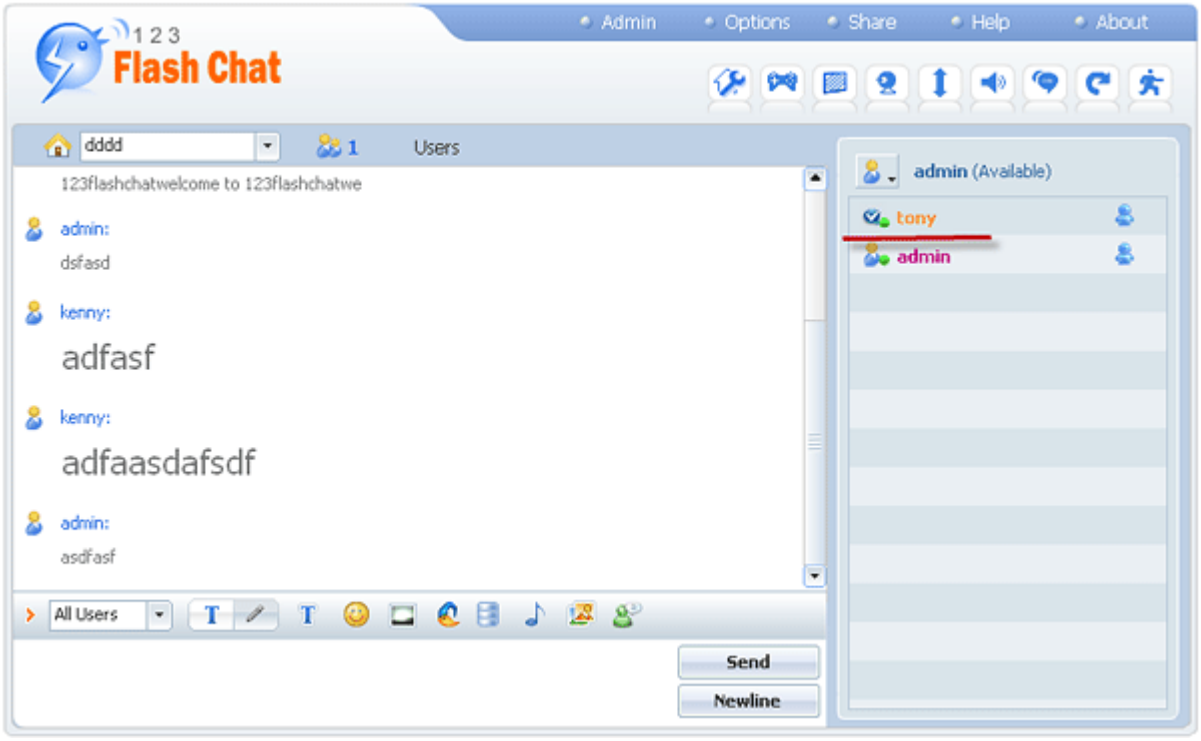


123LiveHelp

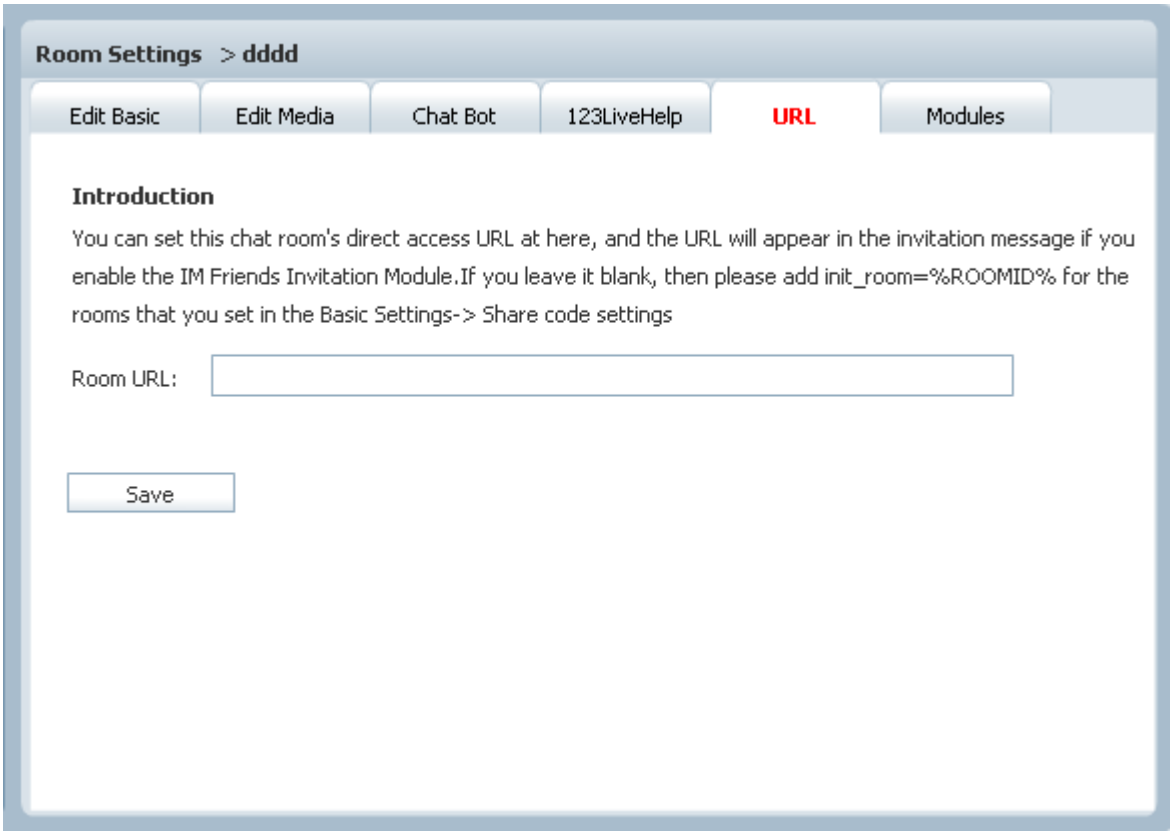


This function is designed for you to connect 123 Flash Chat with 123 Live Help so that the user can ask the corresponding supporter to solve the relevant problem. To configure its settings, first, you should check the "Activate 123LiveHelp function" checkbox in the Integrate 123LiveHelp panel.

Click the 123LiveHelp dropdown list and select one item among 123LiveHelp, Department or operator. Then select his/her name and gender, his/her name will be shown in this room. For example, we select the "Department" and "couple" respectively, and enter Custom name "tony", then click the Add button. Those information will be displayed in the following form. Click the Save button to save your settings and check the "Show as offline" checkbox. When this guy is offline, his status will be shown in this room as offline. Without checking that checkbox, when he is offline, his status won't be shown there, looking the following picture.



URL

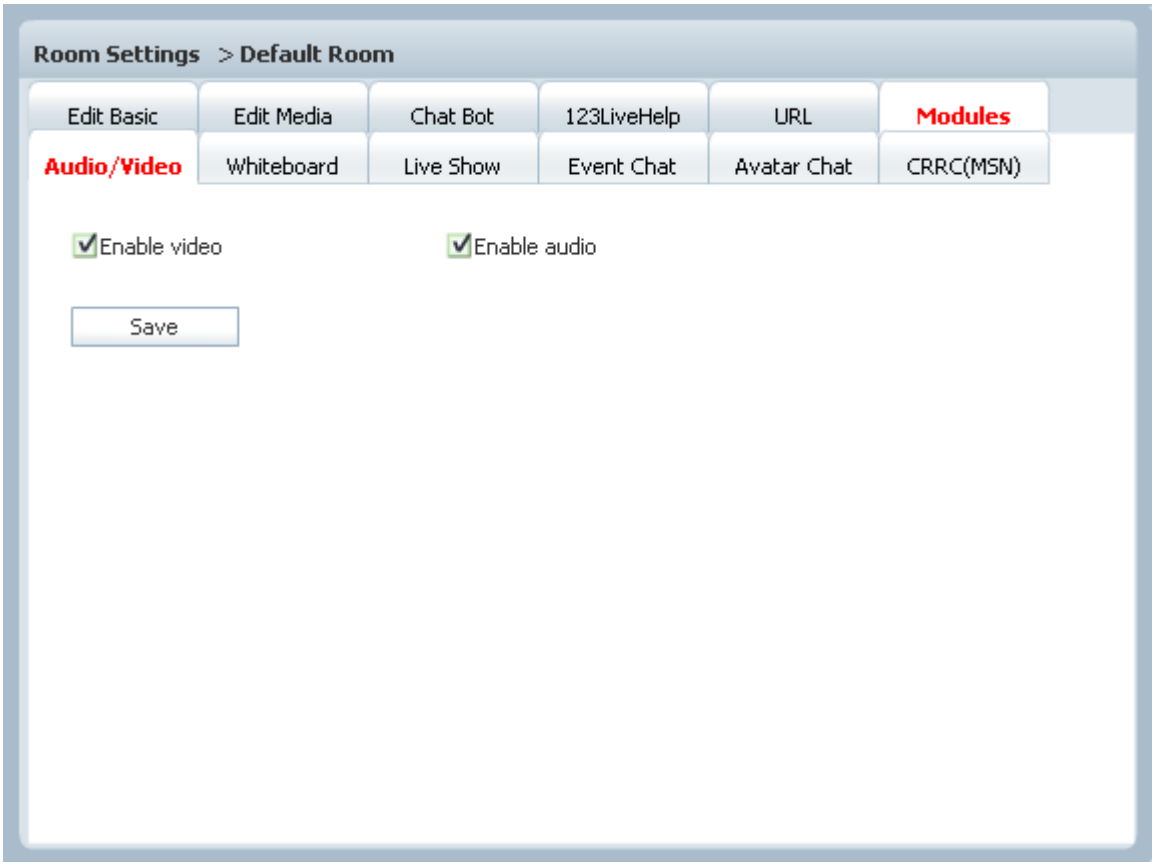


Here you can set the direct access url of the current room. Then your users in this room can ask his/her friends to enter this room for chatting. But

if you don't configure it, it doesn't matter. The chat end will generate the "Direct Access URL" automatically. To see the effect, you can view the following picture.

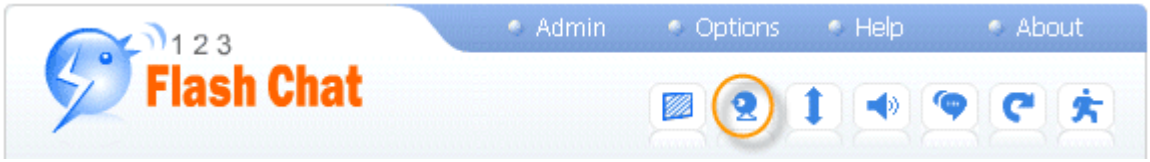
Click the "Modules" tab, the "Audio/Video", "Whiteboard", "Live Show", "Event Chat", "Avatar Chat", "CRRC(MSN)" tabs will appear. Click each tab, a new panel will appear. What you can in those panels? Read the following document to get the answer.

Audio/Video



Here you can enable video/audio by checking the **Enable video** and **Enable audio** item.

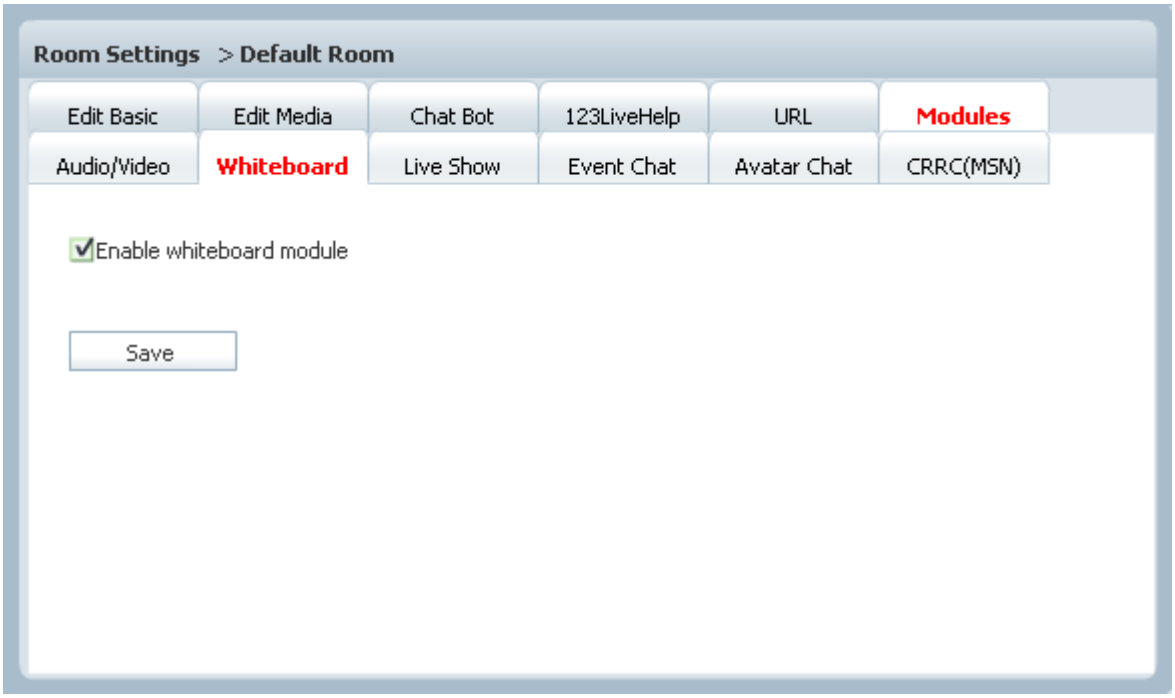
With them disabled, the Publish my video would be invisible.



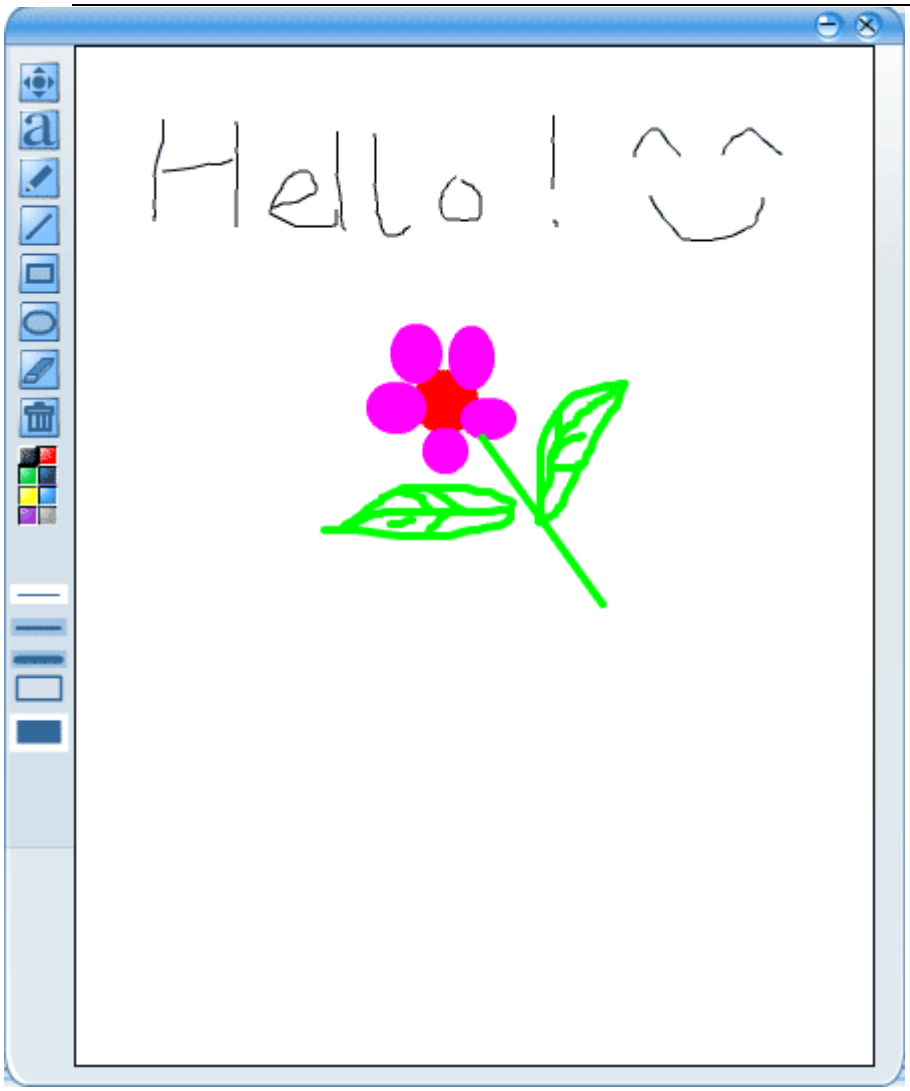
Note: since A/V is not a free module, so it will not be available before you pay.

Whiteboard

First you click the Modules tab, then you click the **Whiteboard** tab, you will see the following window:

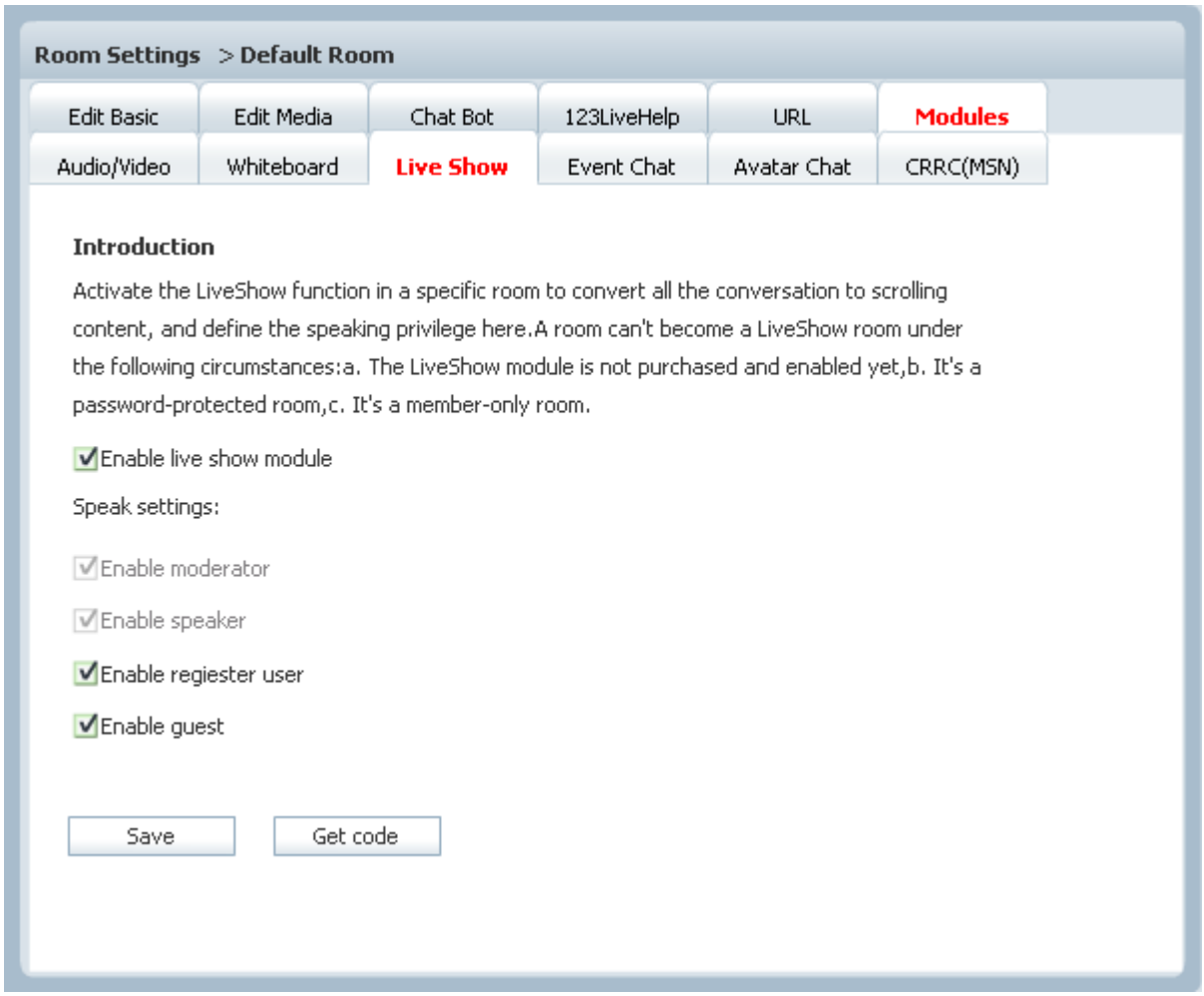


In this optional chat module, you can use whiteboard to make drawing during chat and all other users in the same room can share the drawings or draw together with you.



You can enable the whiteboard by checking **Enable Whiteboard module** and click **Save** to finish the process.

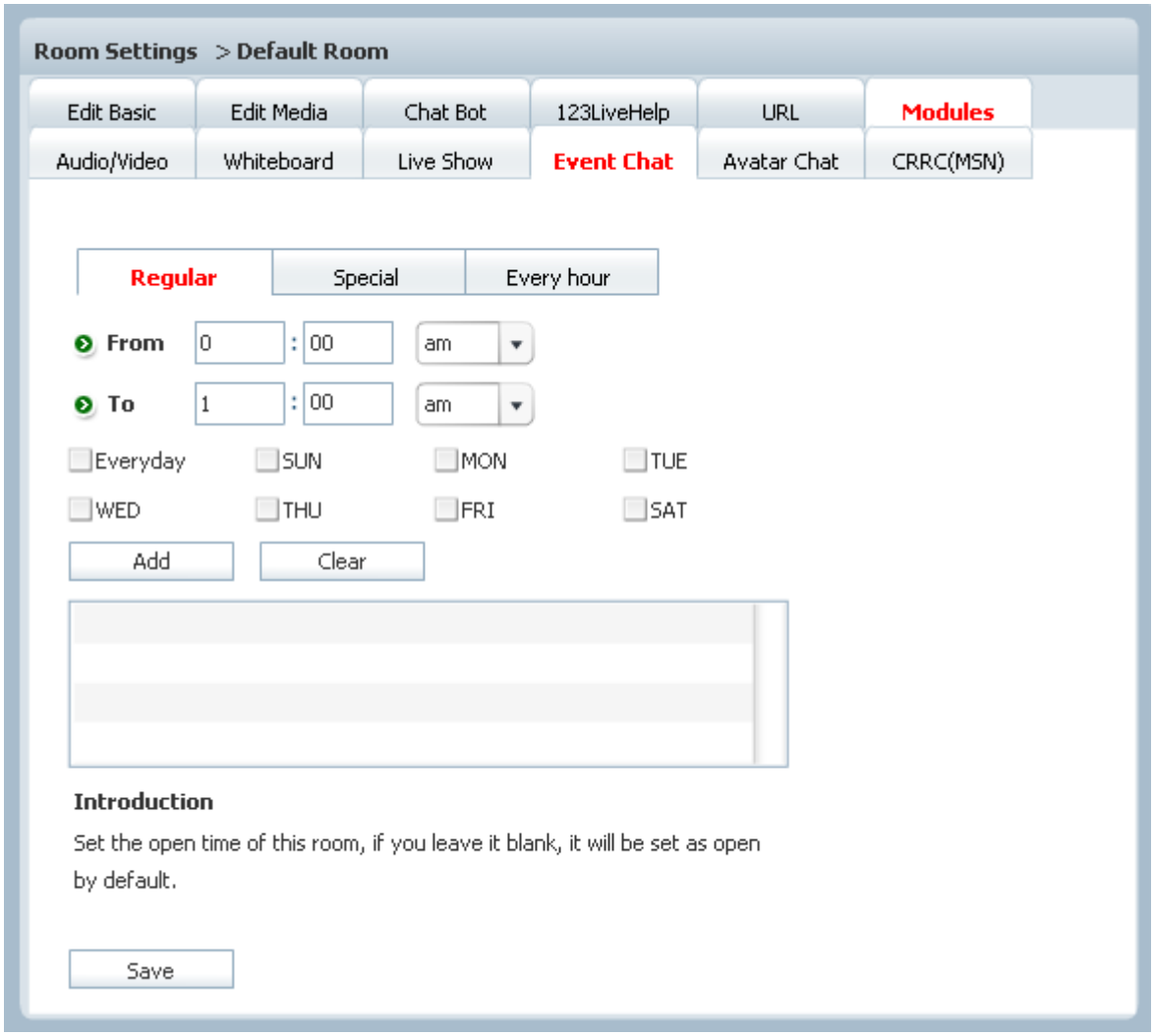
Live Show



To enable this function, first, you should go to: Module Settings->LiveShow Module. Then, in that panel, please click the "Enable" button to activate it. After that, you can make your settings here.

Event Chat

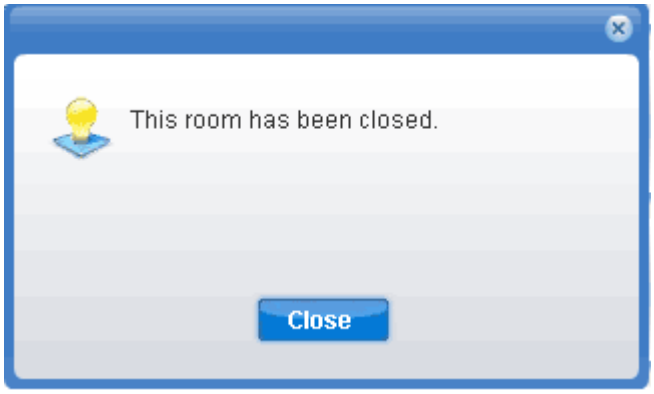
First, you click Modules, then your click **Event Chat** tab, you will see the following window:



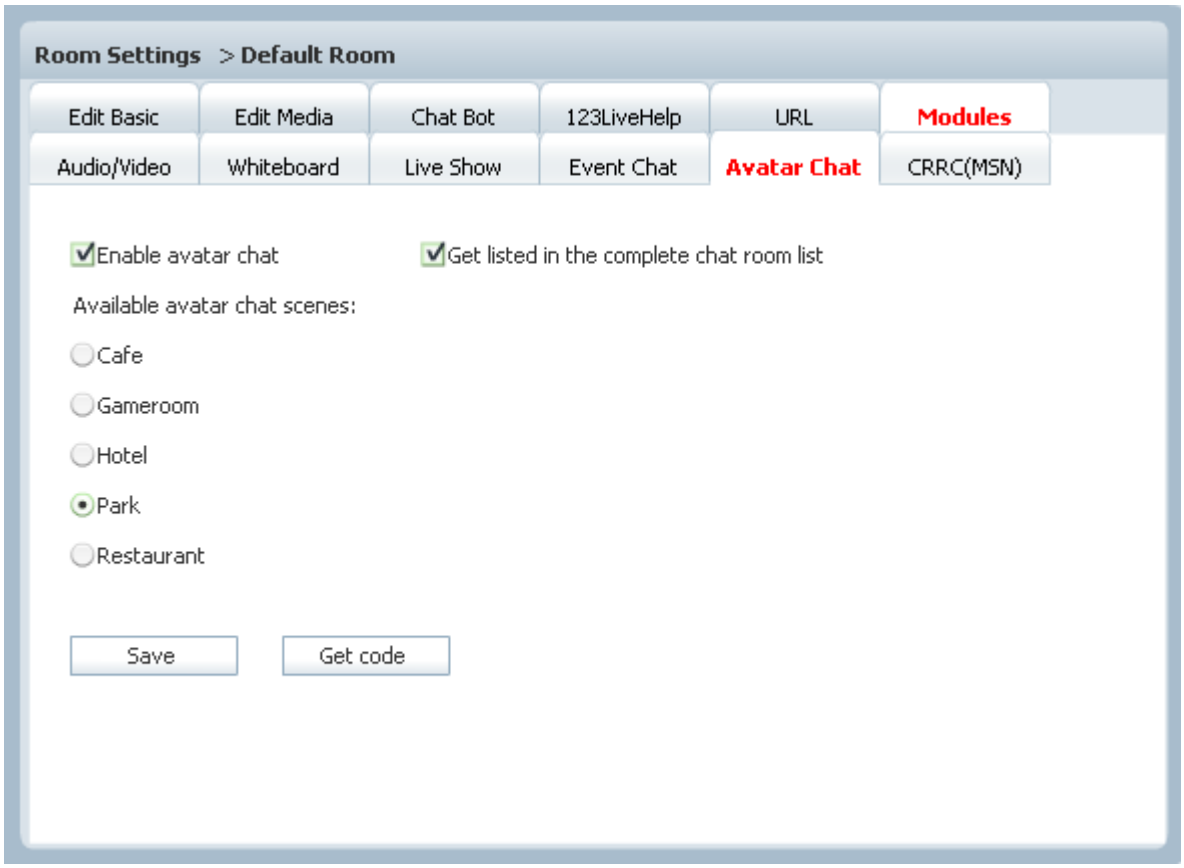
Event Chat can be used for the chat that start and end at certain time, such as giving a lecture or an oral examination.

Field Name	Description
Regular	Certain time period of each day or certain day of a week
Special	Special chat event of a particular day
Every hour	Recurring period of each hour

Set the particular time you want in the room and click **Add** to set a rule and then press **Save** button to complete this process.
When time is up, users would be logged out automatically.



Avatar Chat



In this optional chat module, text chat room can be transformed to avatar chat in which you can walk around to "meet people" and gossip with them. The scenes are: cafe, game room, hotel, park, and restaurant.
You can enable the avatar chat by checking **Enable avatar chat** with one of the skins in the following chosen and then press Save to complete this process.

To log in avatar chat

Select an avatar, fill in the required fields, select a room, click **Chat**, then you would be redirected to the room(let's take Cafe as an example):

To walk around in the room
You can walk around by clicking your desired position in scene.

To chat

You can begin your chat by clicking the avatar or its username in the Userlist.

Enter your message in the chat input area, and click Send.

To view public and private message

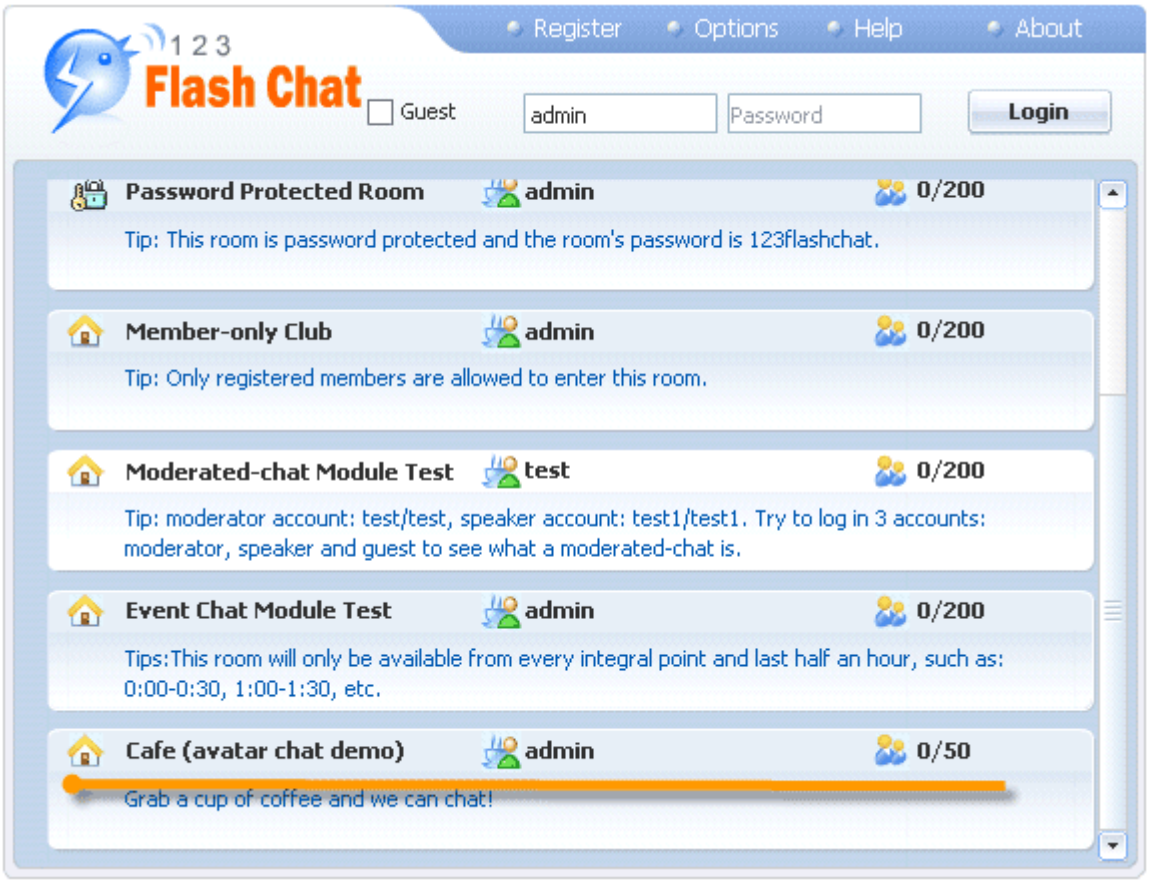
You can view public message and private message by clicking the corresponding window in the scene.

To quit avatar chat

You can quit avatar chat by using quit button at the right-bottom of the scene.

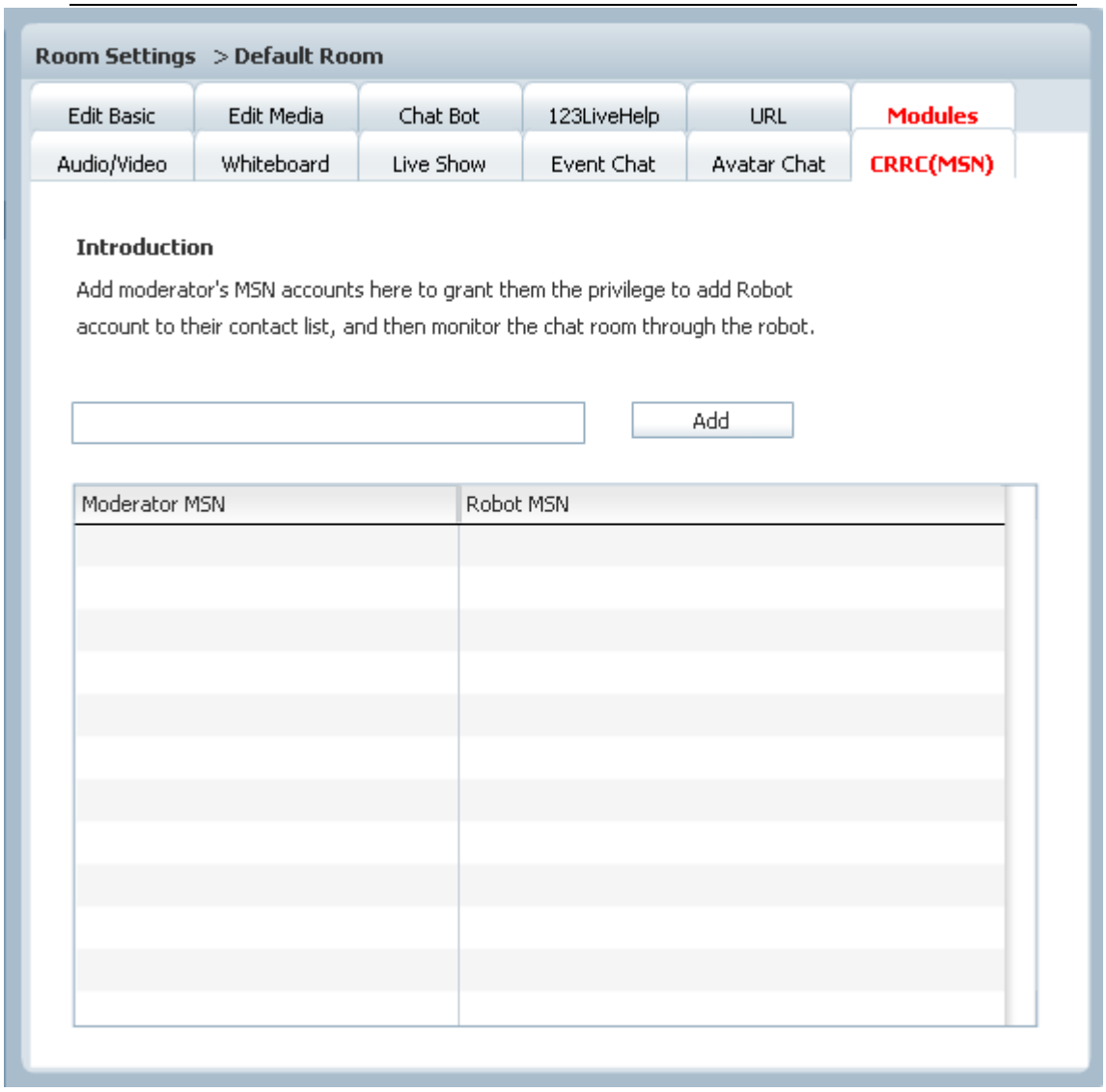
To get avatar chat listed in the complete chat room

Clicking **Get listed in the complete chat room** and **Save** button, you can get avatar chat listed in the chat room list.



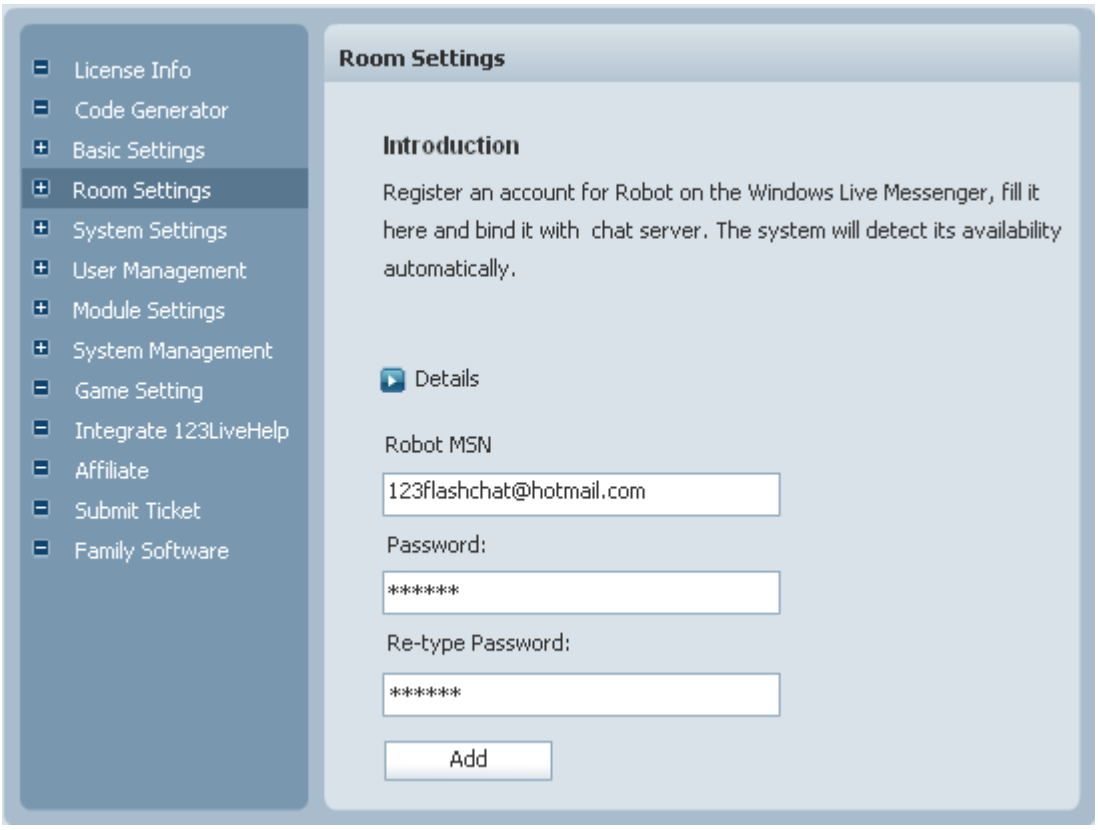
CRRC(MSN)

CRRC (MSN) is the abbreviation of **Chat Room Remote Controller (MSN edition)**. Room owner can create a chat robot in a particular chat room and then grant the access of the robot to the reliable person(s) to remote monitor his rooms via MSN.

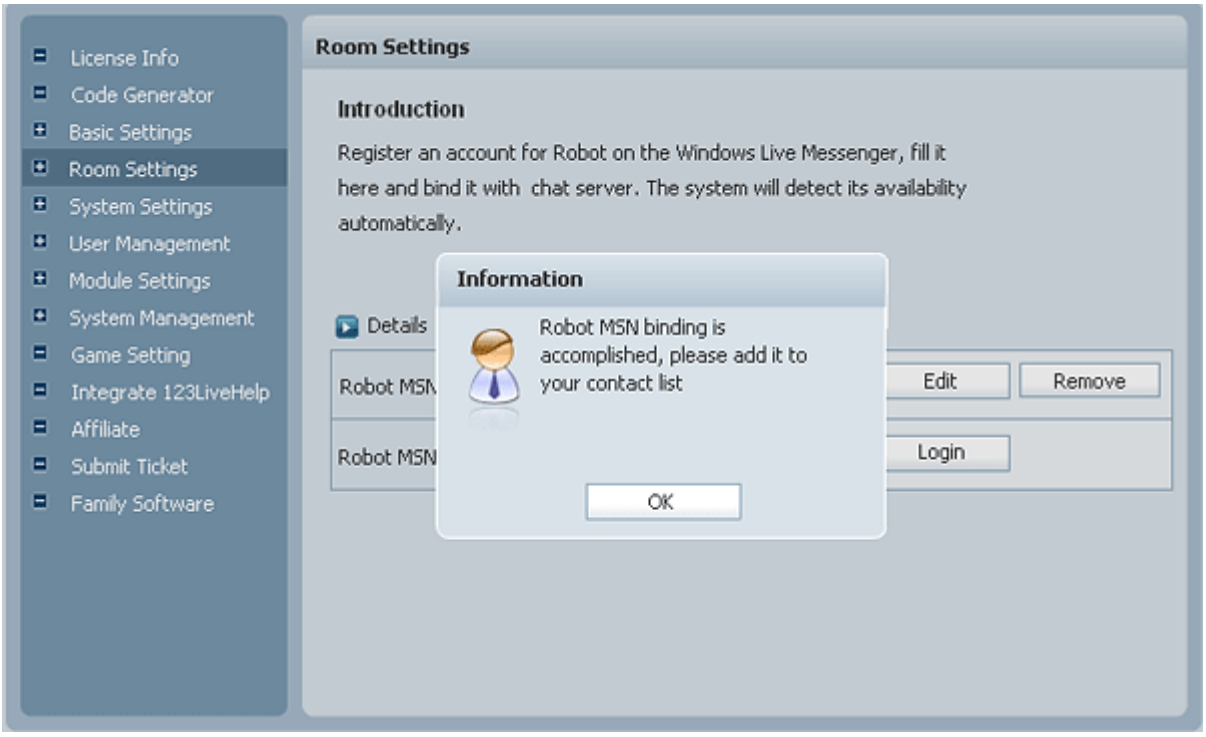


It can be done in the following steps:

1. Create Robot MSN Account
Room owner sets up a new Window Live/ID/Windows Live Messenger Account as the Robot account. For example: mailto:bot@hotmail.com
2. Launch MSN Controller function
Room owner enter the **Robot MSN account** mailto:bot@hotmail.com and its password into CRRC(MSN) module in **Module Settings** to launch the function.



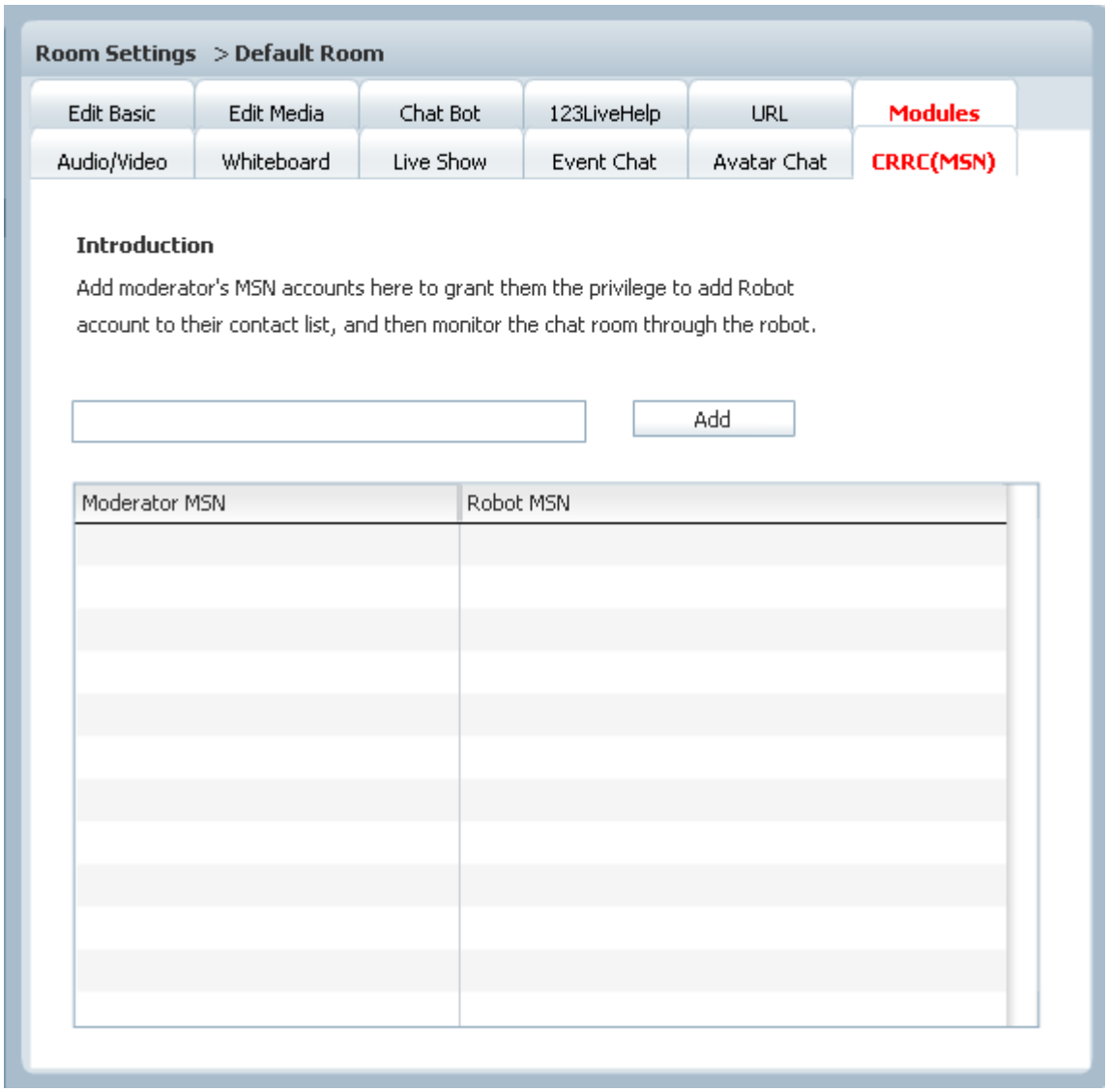
If your MSN account is correct, you will see the following window:



You can edit, remove your robot MSN or view its status.

3. Add moderator's MSN accounts

Navigate to the configuration panel of the room you want to monitor with MSN robot, input moderator's MSN accounts, click the **Add** button, you will see the moderator and the robot accounts appear in the filed below.

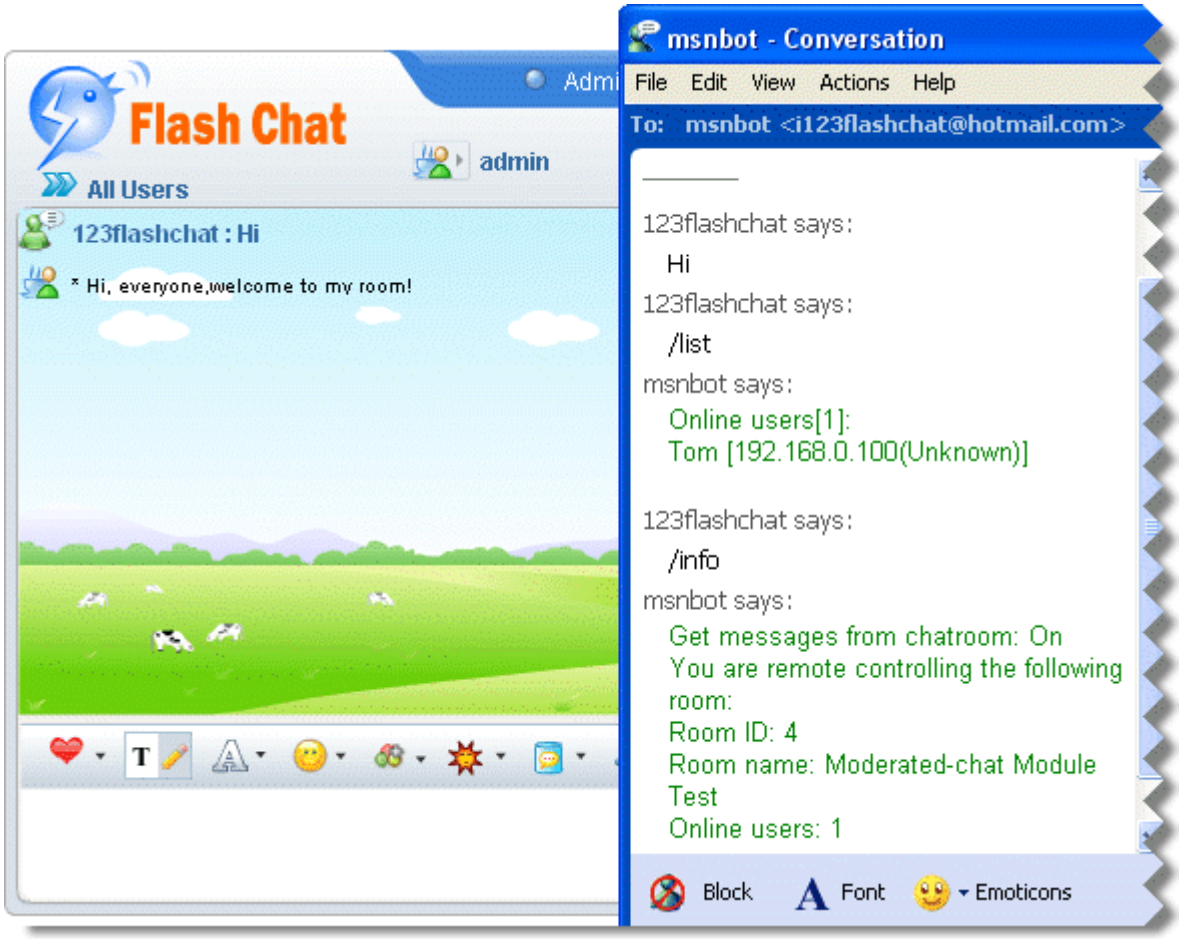


4. Monitor room via Robot

After binding Robot account with some chat room, moderator can add the Robot account into its contact list on MSN, and then monitor the chat room via the robot account.

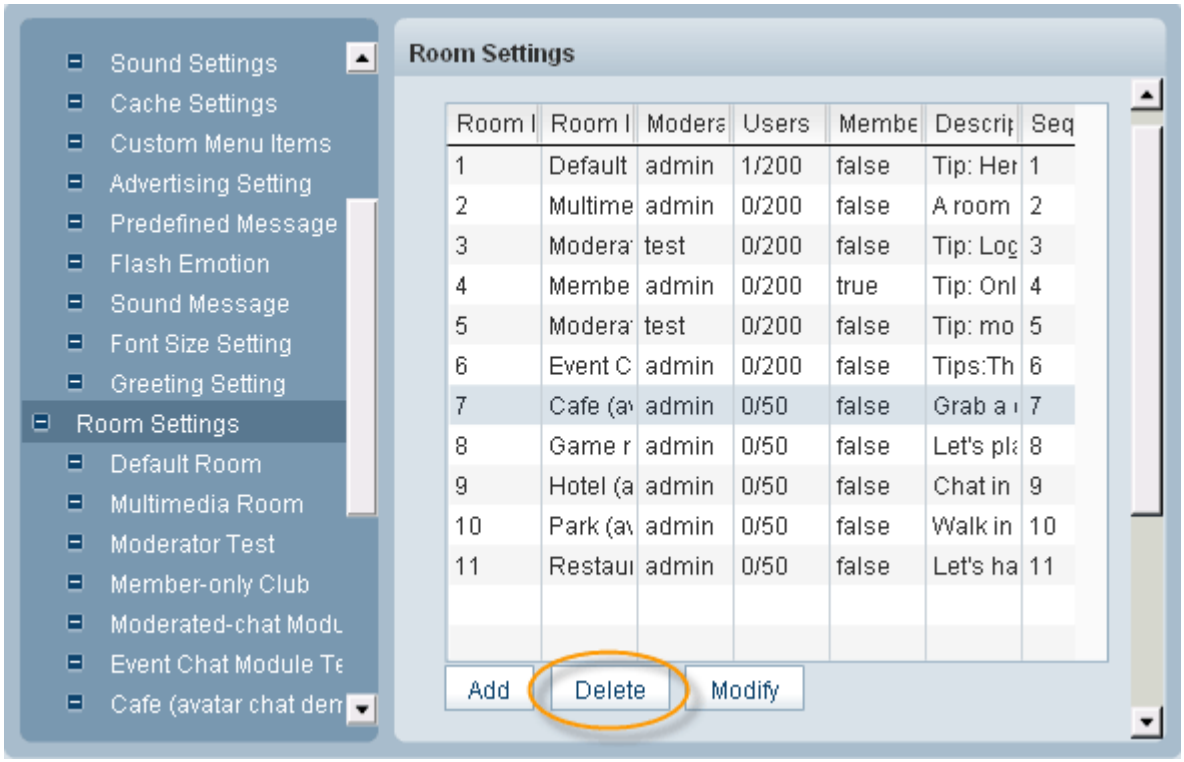
Tips
The following commands are available on MSN to control the chat room externally.

/help Get the help list.
/enable Enable to get messages from chatroom.
/disable Disable messages from chatroom.
/list Check online userlist in current room.
/kick Kick user out, eg: /kick username
/ban Ban user ID or IP, eg: /ban username or/ban 61.239.186.94
/unban Unban user ID or IP, eg: /unban username or/unban 61.239.186.94
/info Get remote control status.



Delete a Room

If you need to delete a room, you can simply click the room and press the **Delete** button.

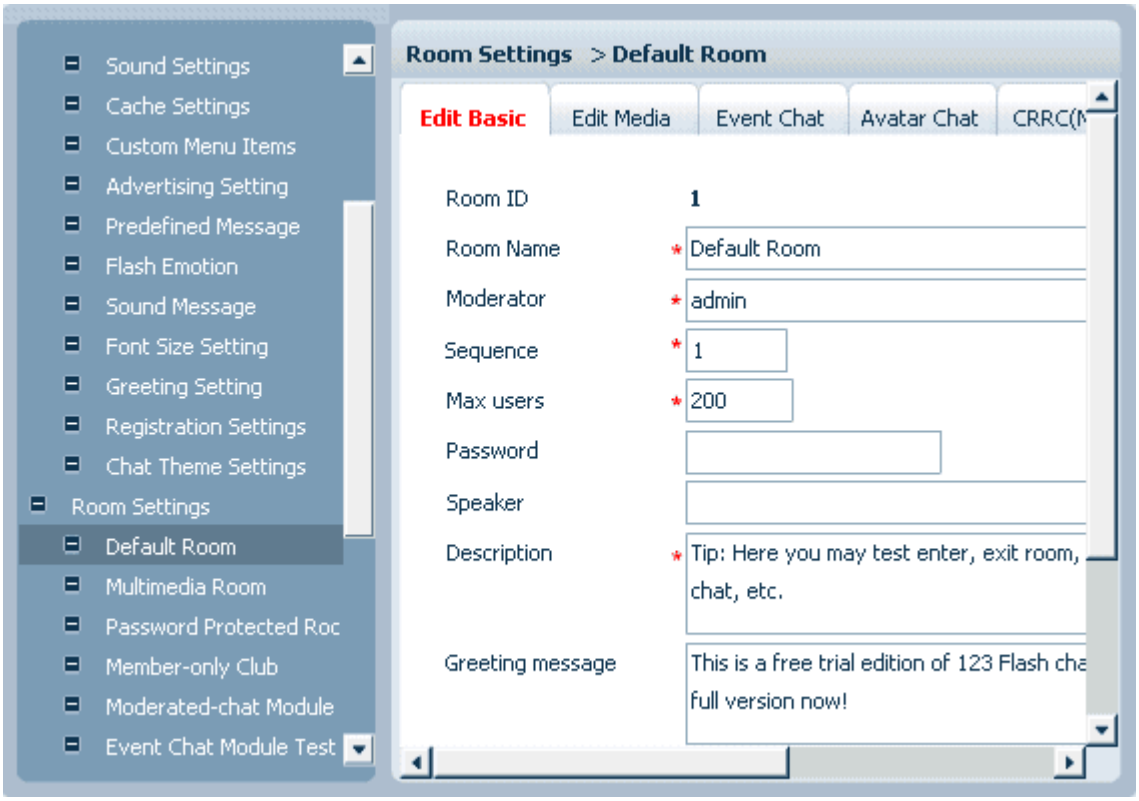


Modify a Room

Modify button can make you modify the configuration of any room you want.

You can do as follows:

First, click the room you want to modify and then click **Modify** button, the following window would open :



Now, you can make changes to the room in the tab of Edit Basic, Edit Media, Event Chat, Avatar Chat, Chat Bot, Audio/Video and Whiteboard. You can do this referring to the operation of "Add".

System Settings

System settings

Related links:

Admin Panel

Basic System Settings

Language Settings

Filter Words

Integration Panel

Import Data

Basic System Settings

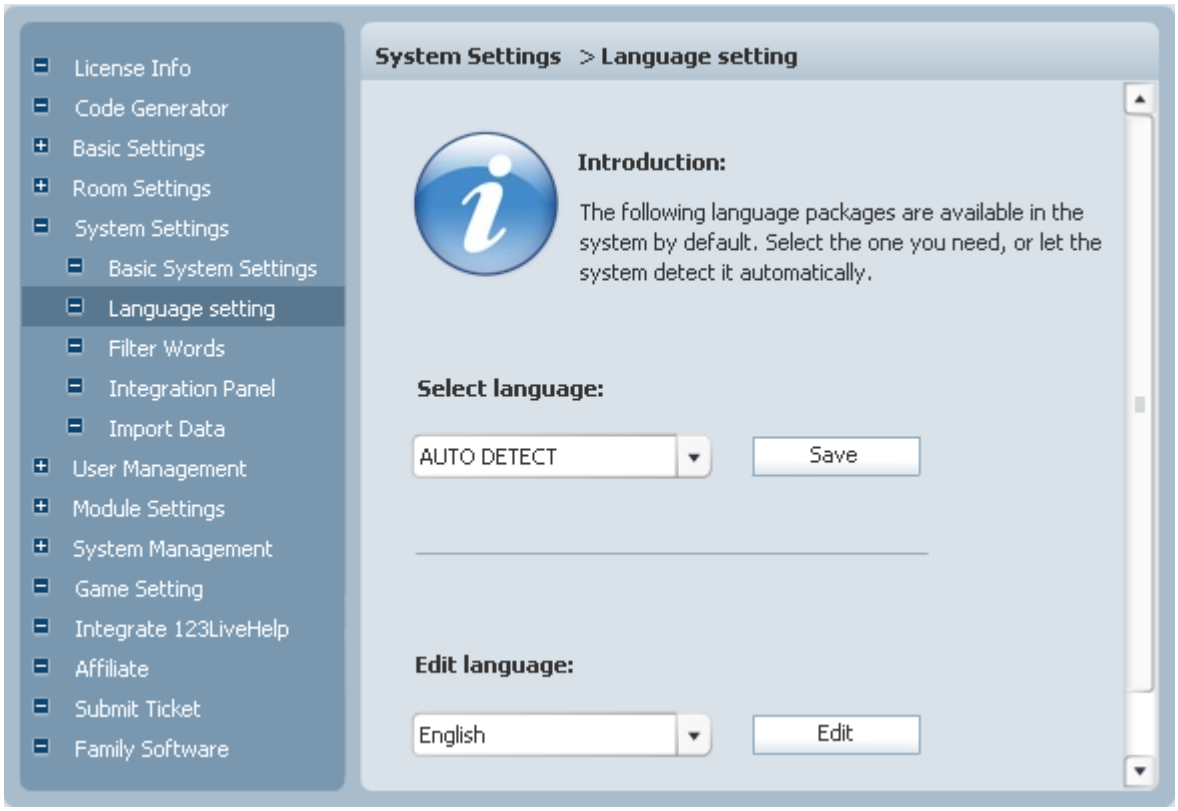
Basic Settings

Related links:

System Settings

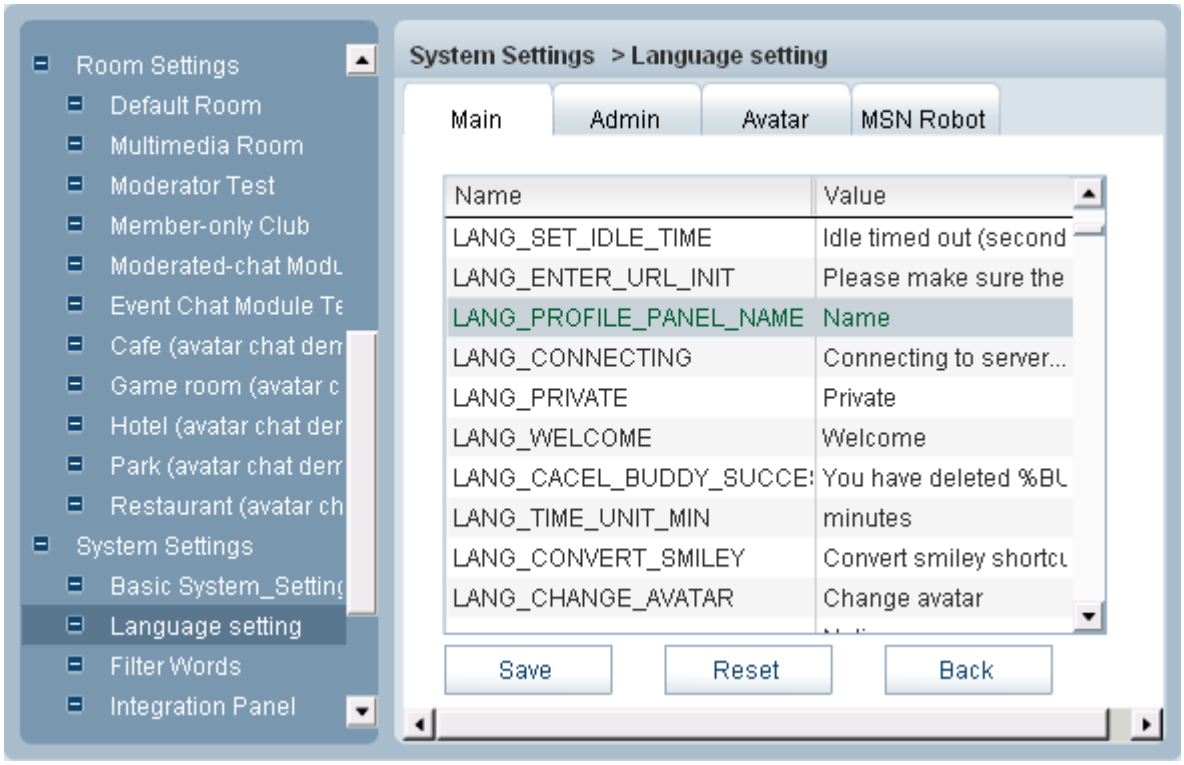
Language Settings

Here you can select or edit language:

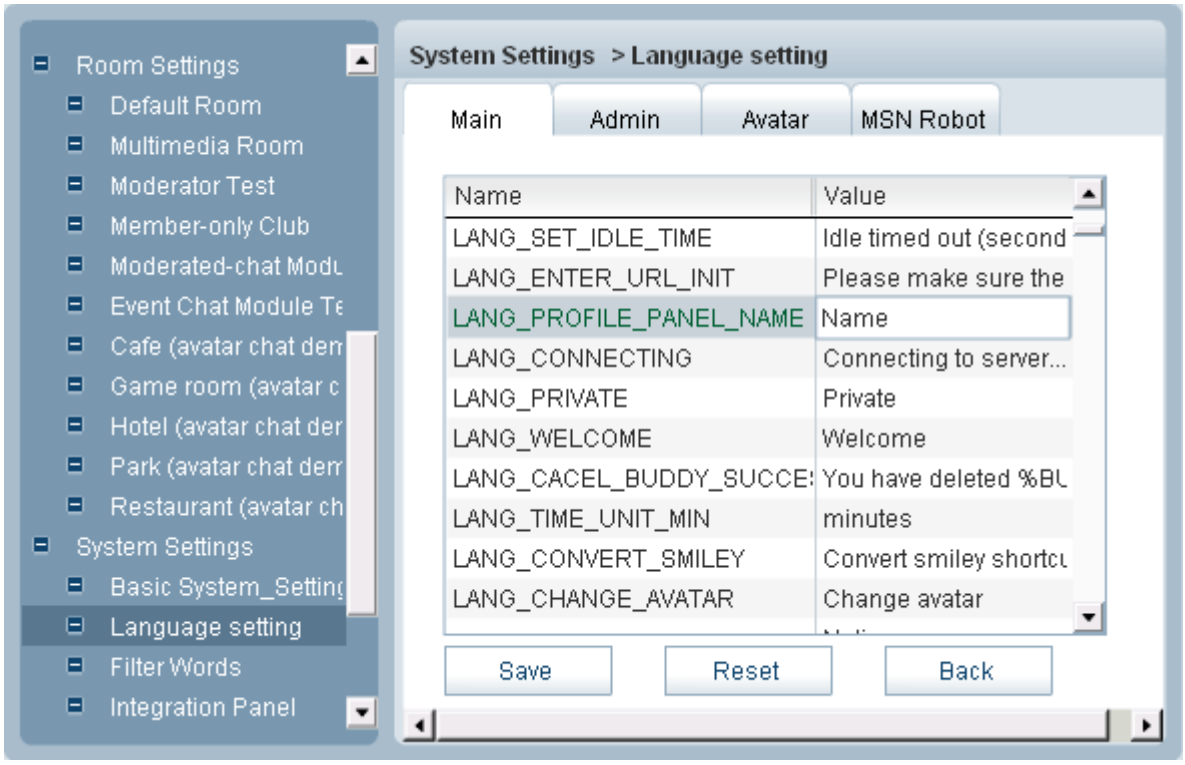


Click **Select language** drop-down list, select the language you need and click **Save**.

To edit language, you need select a language first and click **Edit**.



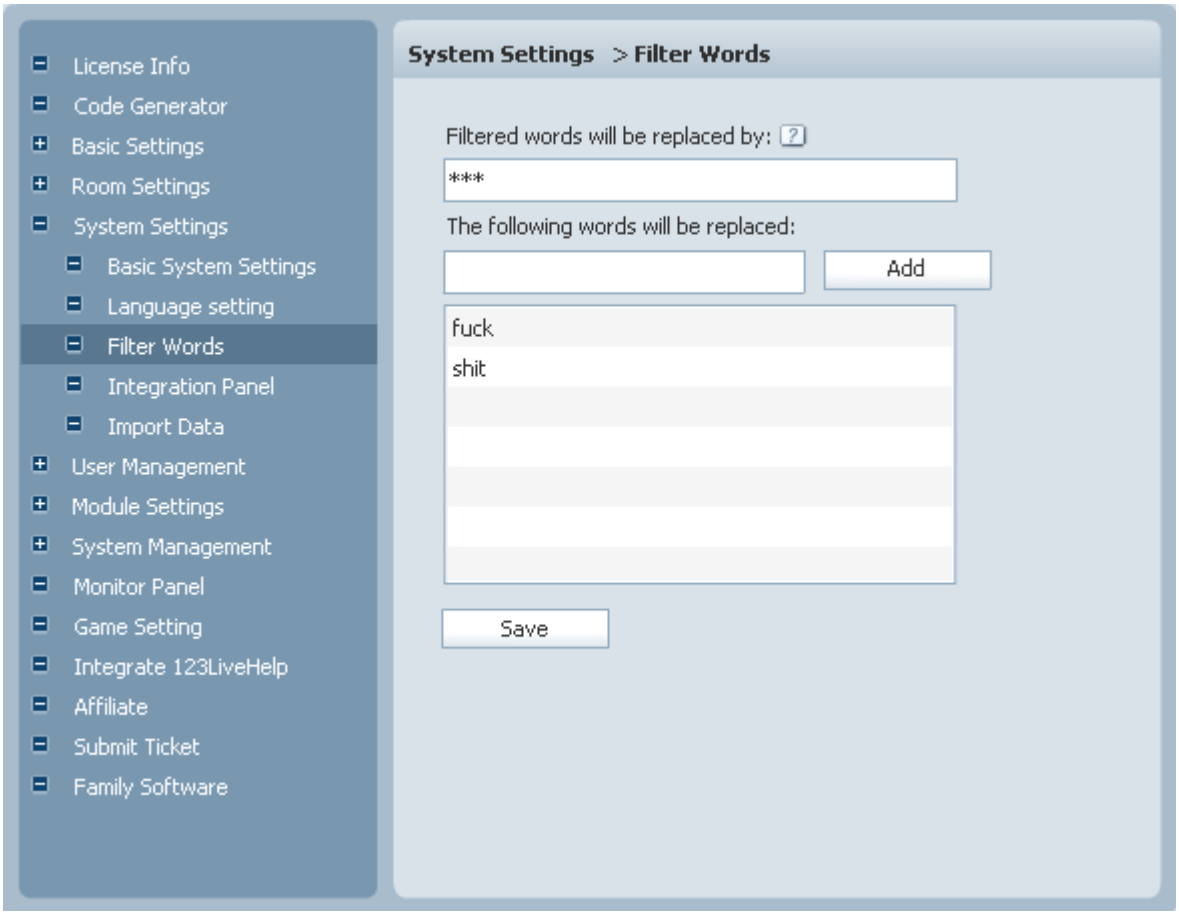
There are four tabs here. After clicking , a new window would open where you can modify the value of these language items.



When your configuration completes, click **Save** button to save your work or **Reset** to do it again.
Note: Actually, you can skip this section and let the system to detect automatically.

Filter Words

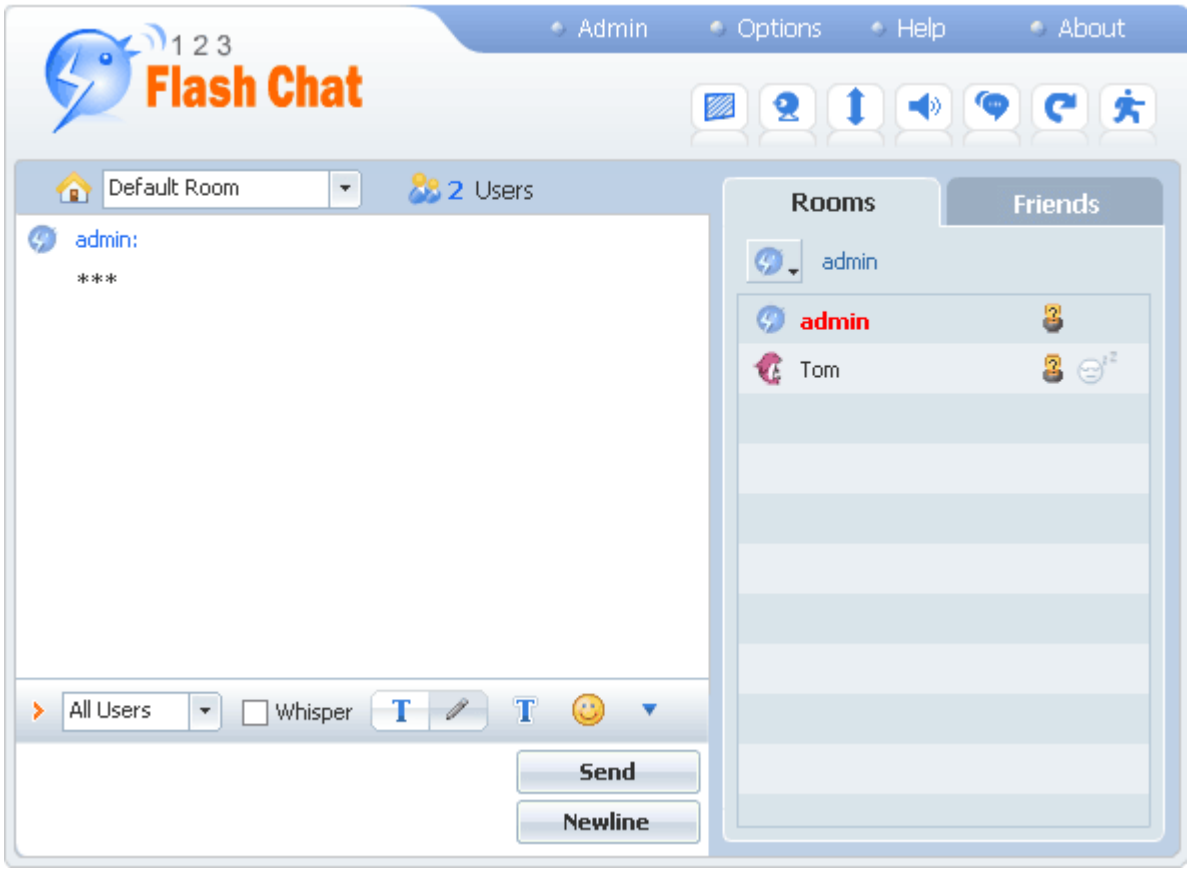
It allows you to filter inappropriate words from your conversation with something else replaced.



First, you set a sign (such as asterisk) to replace the filtered word in the first blank.

Second, you input the inappropriate words in the second blank field and click **Add**, all inappropriate words will be kept in the third blank field like "fuck" and "shit".

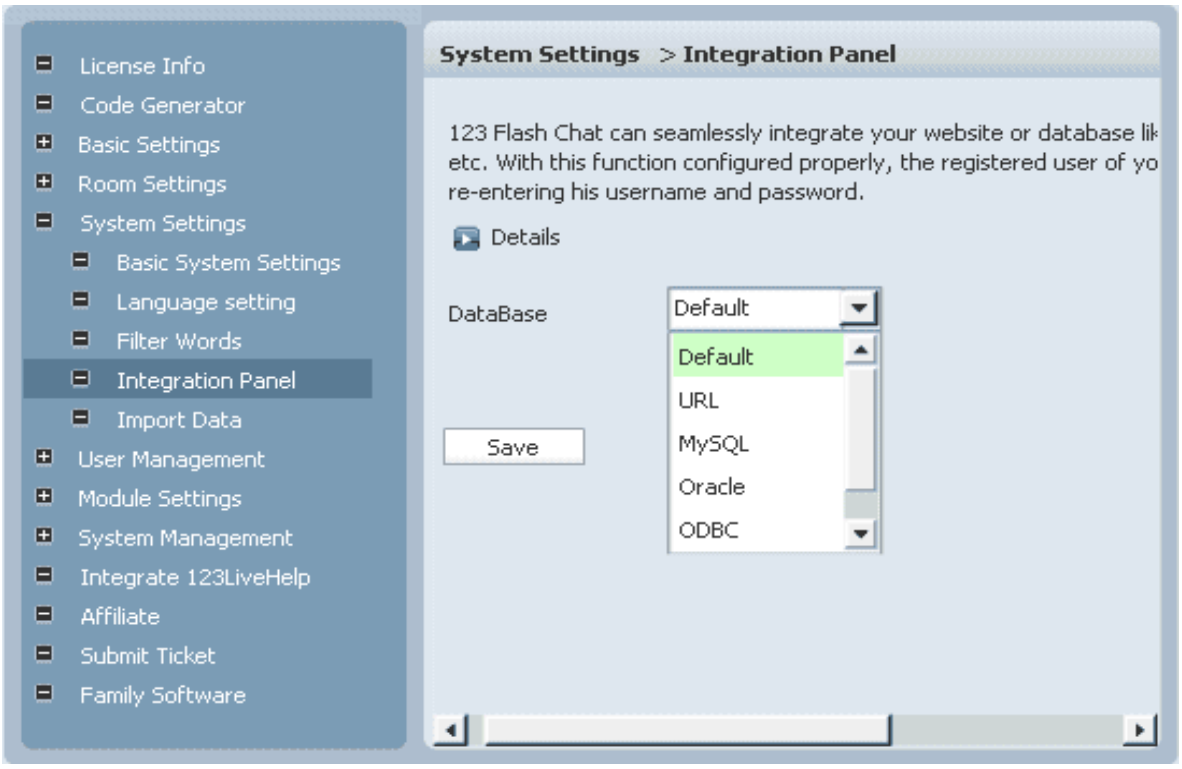
Press Save button to complete the process.



So long as a name contains such kind of words, no matter it is nickname or username, it will not be available.

Integration Panel

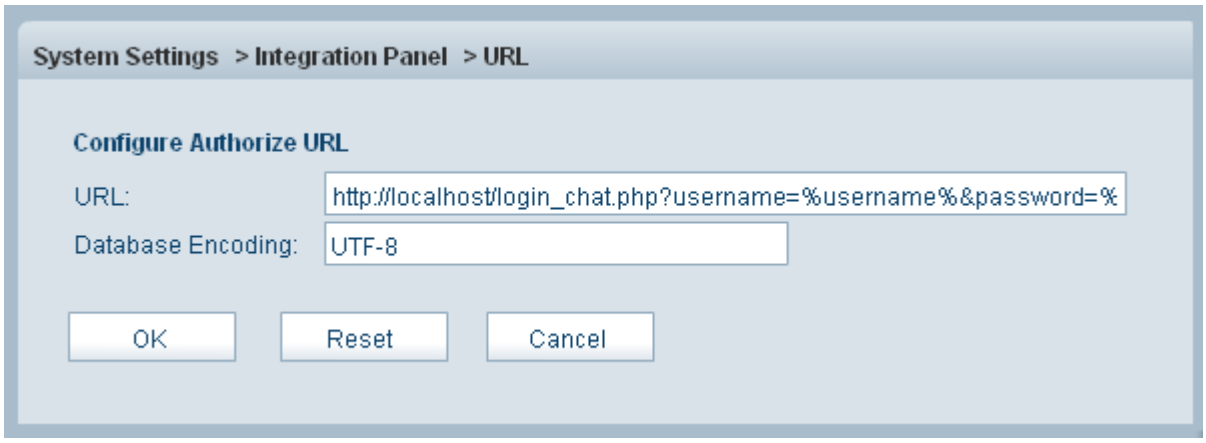
It offers you the function to integrate your website database seamlessly, including some popular forum or CMS system like Joomla!, phpBB, vBulletin, etc.



To integrate with 123 Flash Chat:

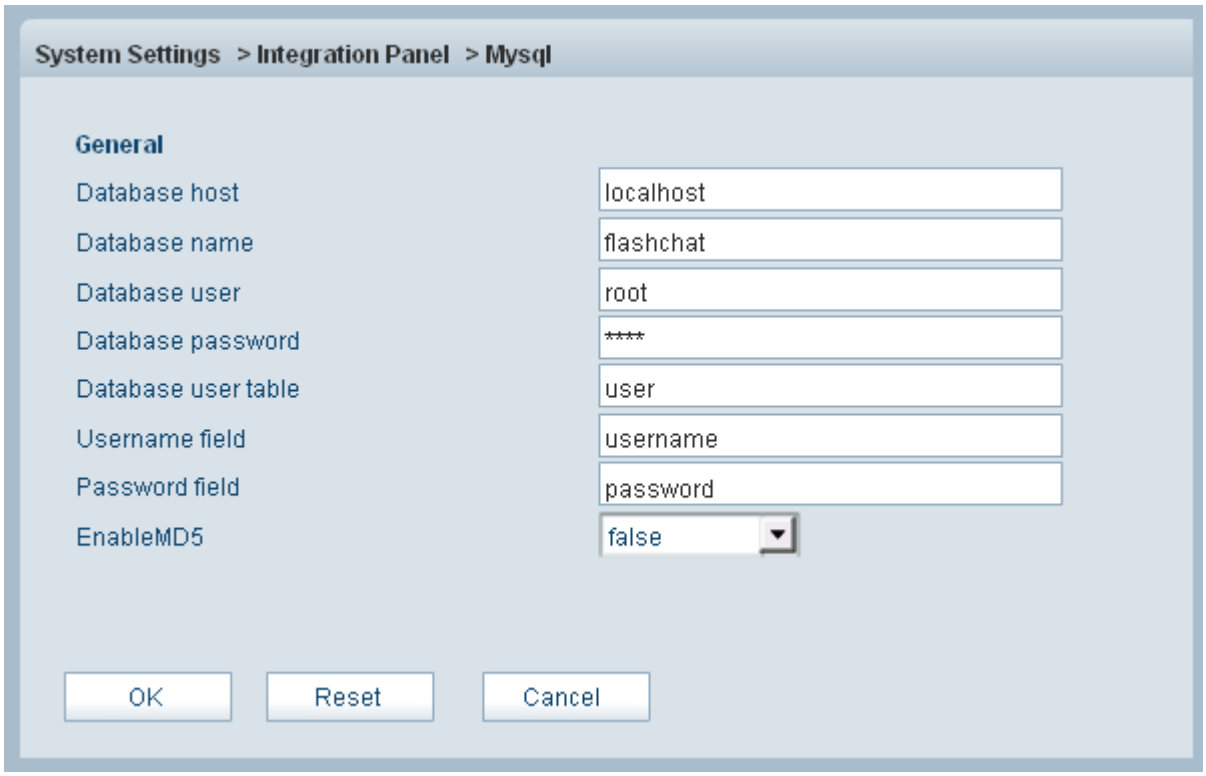
If you have no database or system to integrate with, select **Default**.

If you need to authenticate your user's identity via a dynamic web page(such as PHP page or JSP page), please select **URL**, and click **Edit**, fill in the required fields and click **OK**

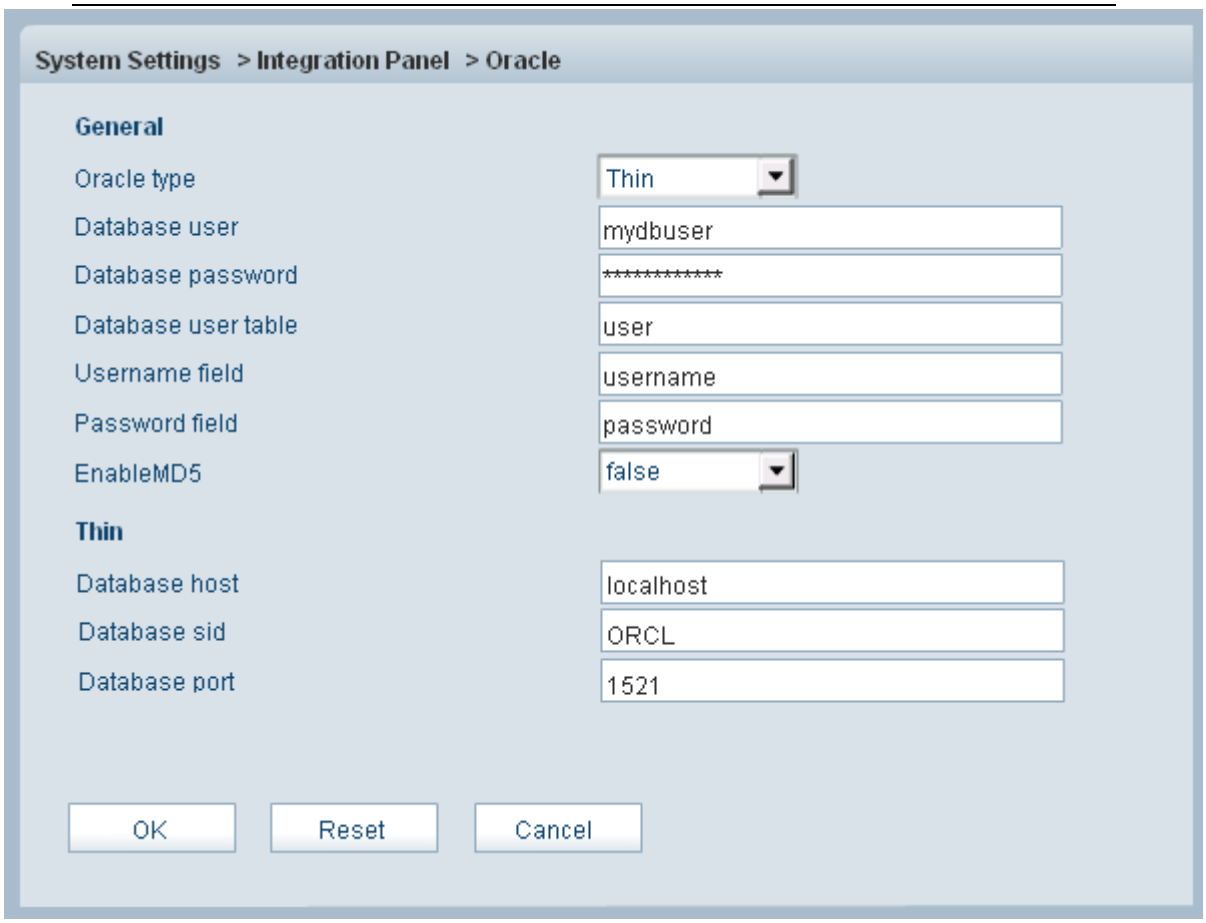


If you need to integrate your MySQL database, please select **MySQL** and click **Edit**, fill in the required fields and click **OK**, the users recorded in you

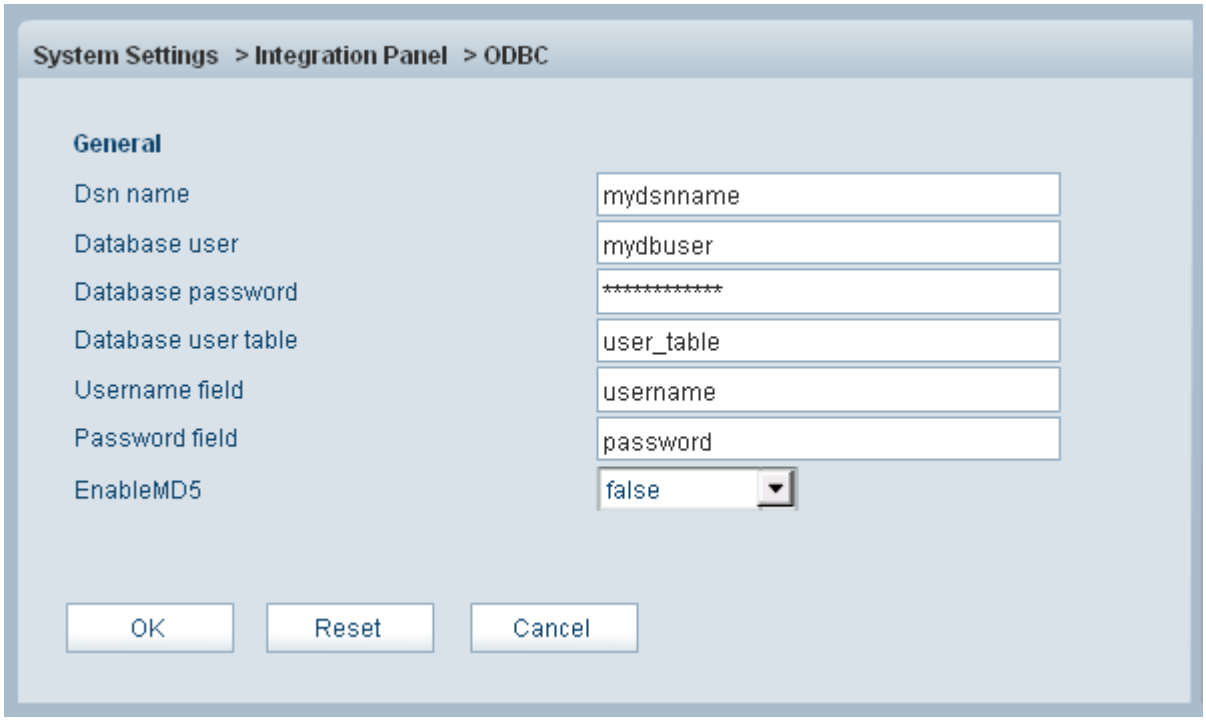
MySQL database then could conveniently log in your chat without re-entering their username or password.



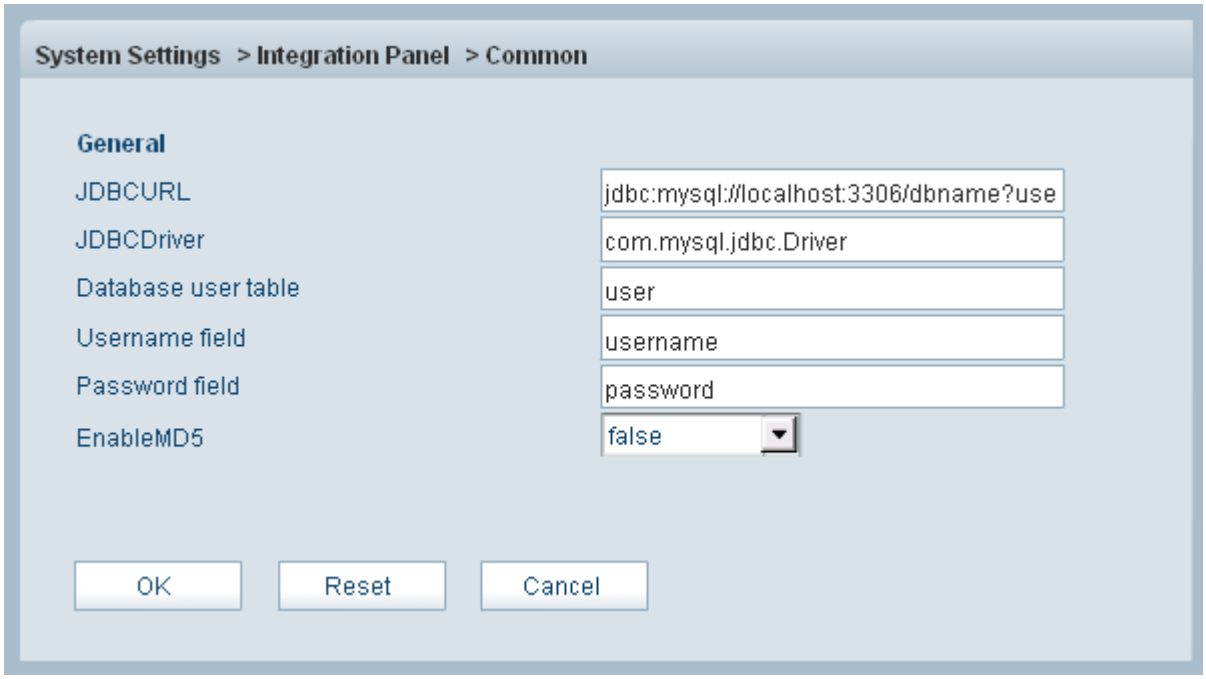
If you need to integrate your Oracle database, the integration is similar with MySQL, select **Oracle** and click **Edit**, fill in the required fields and click **OK**.



If your database needs to be accessed via ODBC (such as SQL Server), you need to configure it at here:



If your database needs to be accessed via JDBC, please select **Common** and click **Edit**, fill in the fields and click **OK**.

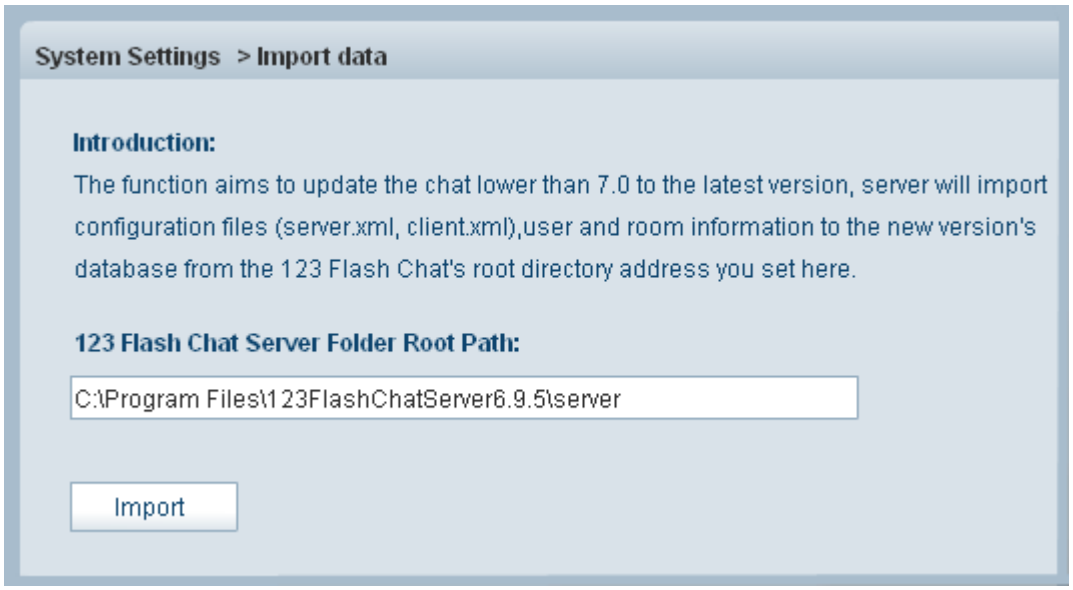


For more information, please refer to Website Integration.

Import Data

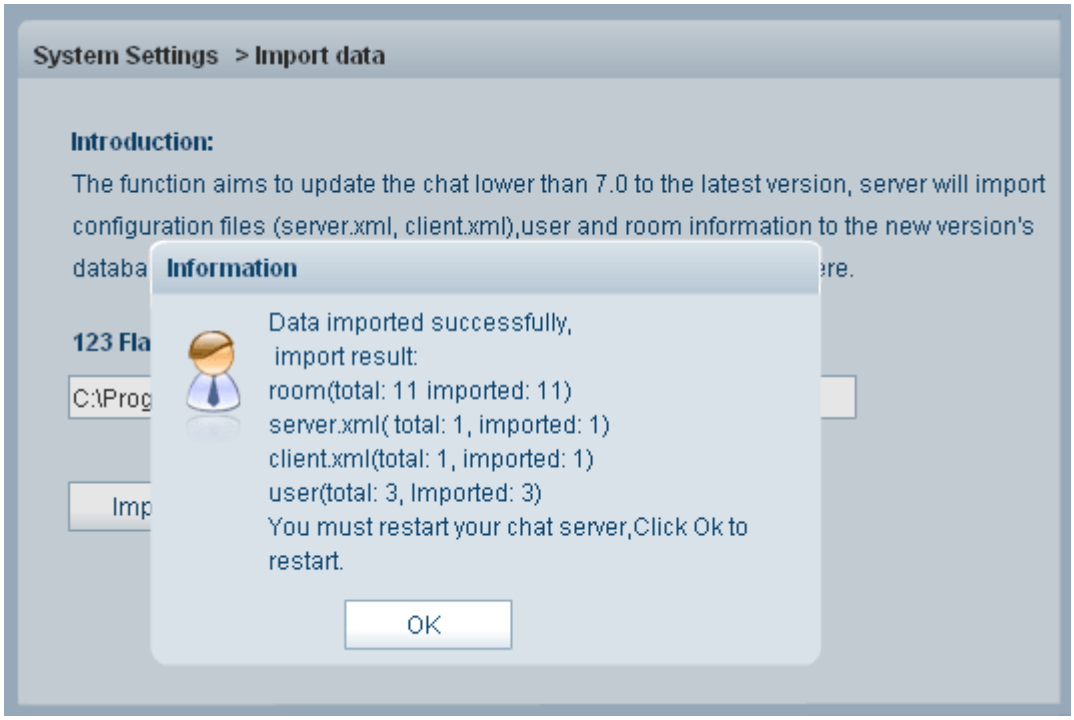
The function mainly aims to help you import old configuration data (such as room and user information) from your former 123 Flash Chat.

Please enter the server folder in the following box, for example you installed 123 Flash Chat in this directory on windows before: C:\Program Files\123FlashChatServer6.9.5, the path that should be entered here would be: C:\Program Files\123FlashChatServer6.9.5\server



If you installed 123 Flash Chat in this directory on Linux: /Root/123FlashChatServer6.9.5, the path that should be entered here would be: /Root/123FlashChatServer6.9.5/server

When data import is done, an import result notification will be delivered:



Click OK, the chat will be restarted automatically to apply the change.

User Management

User Management

Related links:

Admin Panel

Add a User

Edit a User

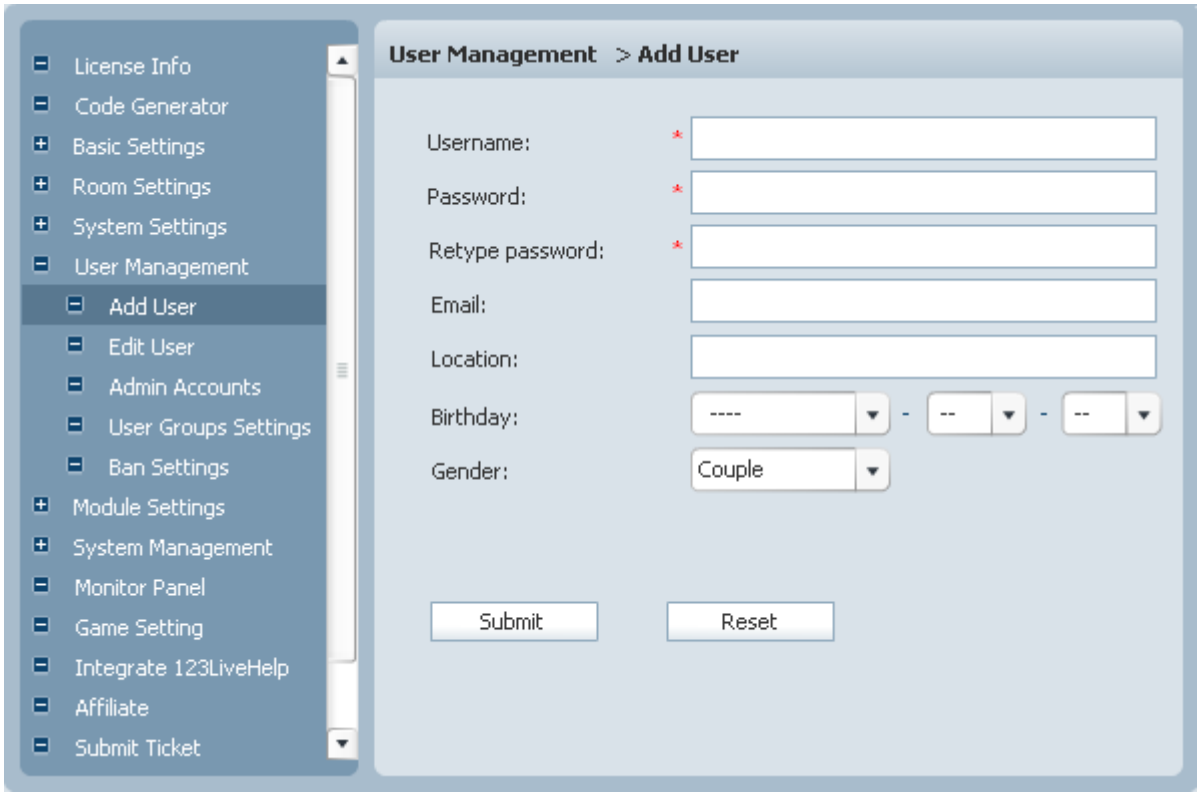
Admin Account

User Groups Settings

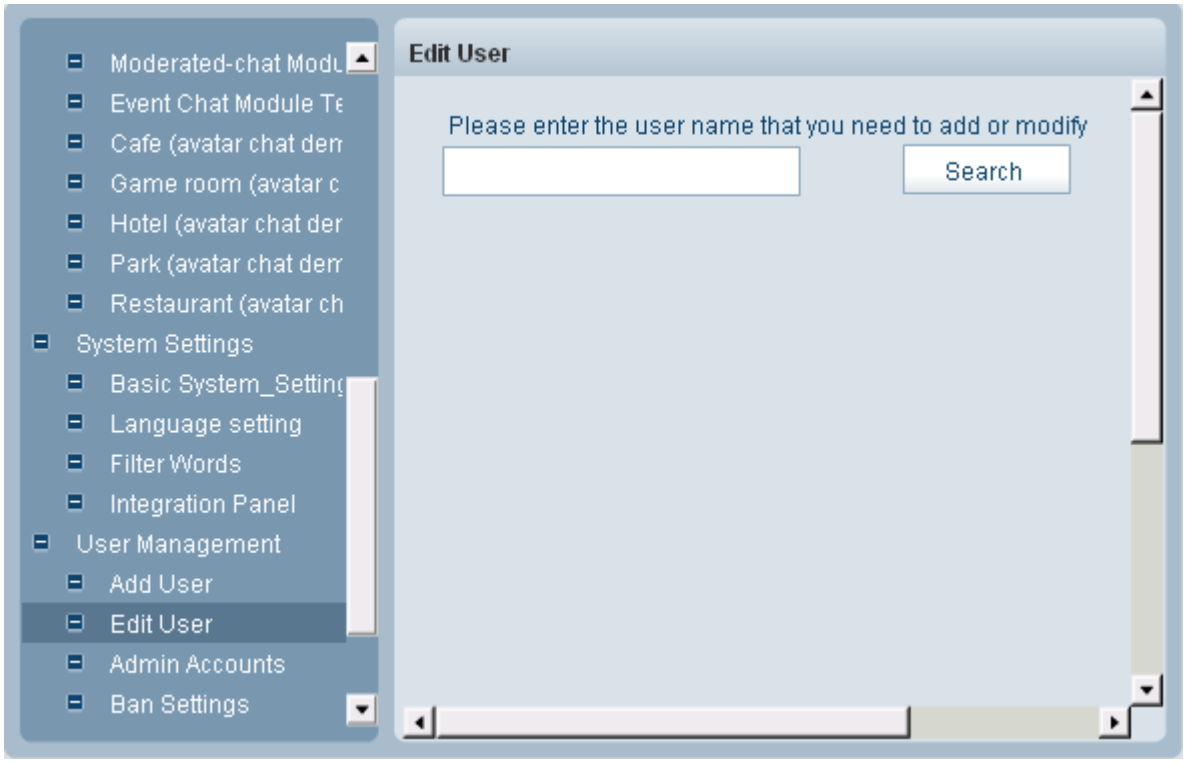
Module Settings

Add a User

Add User Panel mainly aims to help administrator to add users for special use.

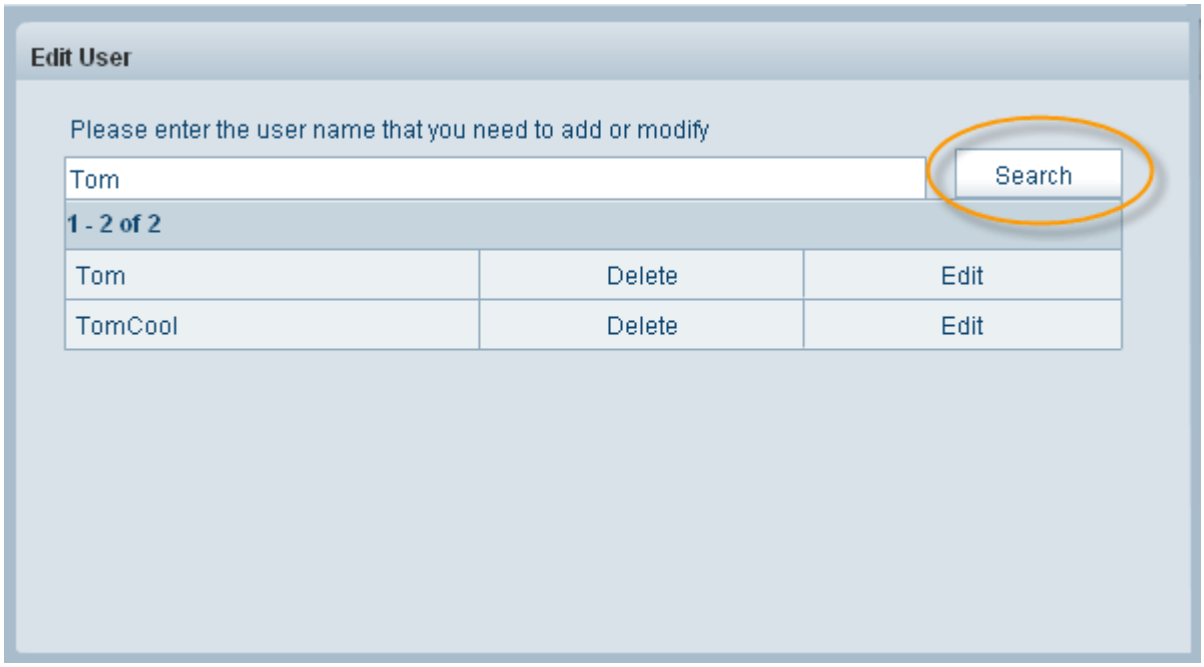


Edit a User

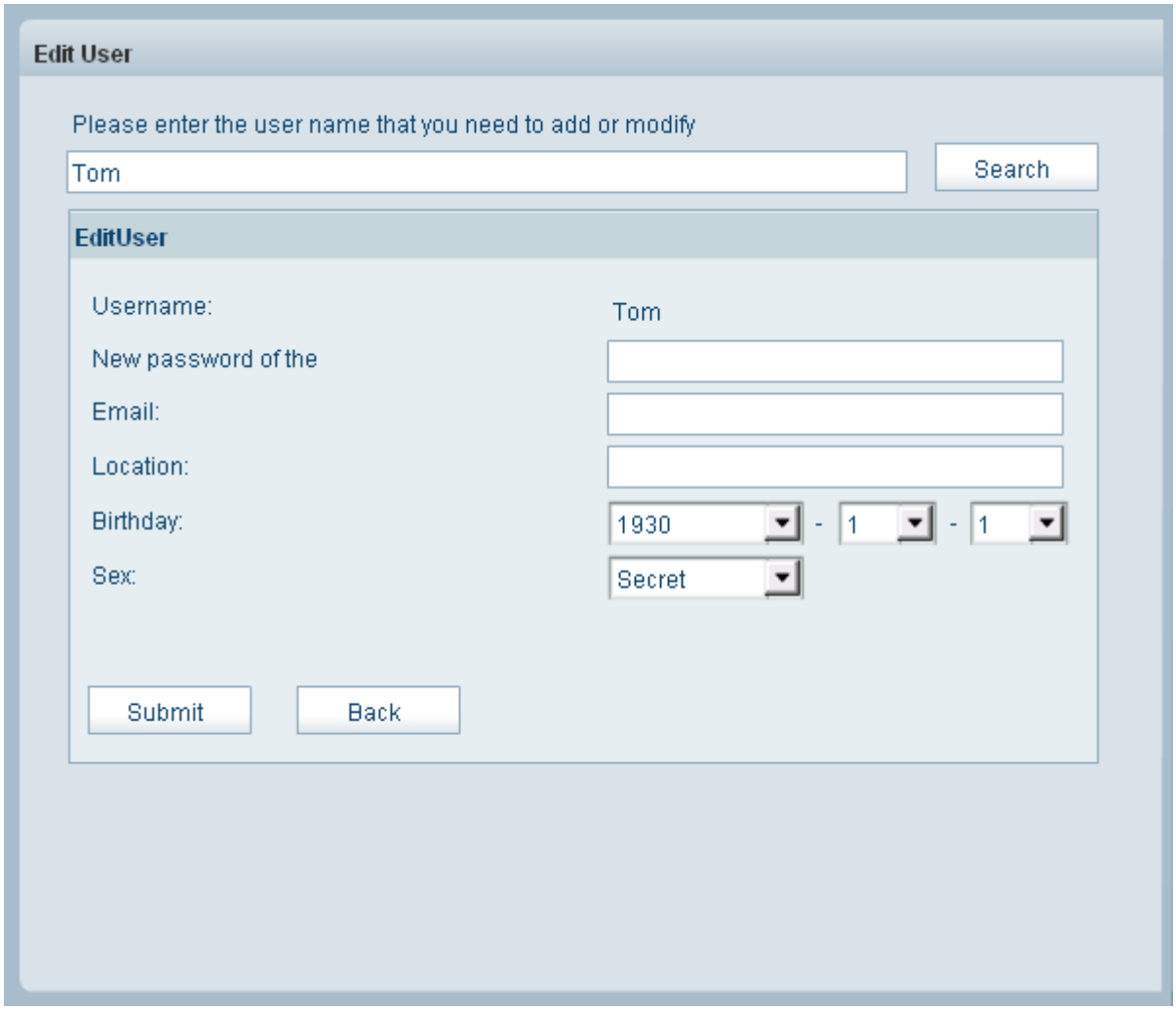


When you log in Edit User , you will see Search User panel, don't be confused, in fact this is the most efficient way to locate a user when your have tens of thousands of records in database.

Let's explain the feature in this way, if we need to modify the information of a user named Tom, we can do it in this way: we fill in the textbox with "Tom", and click **Search**.



If we need to modify Tom's user information, we can click his name directly, or click **Edit** button.



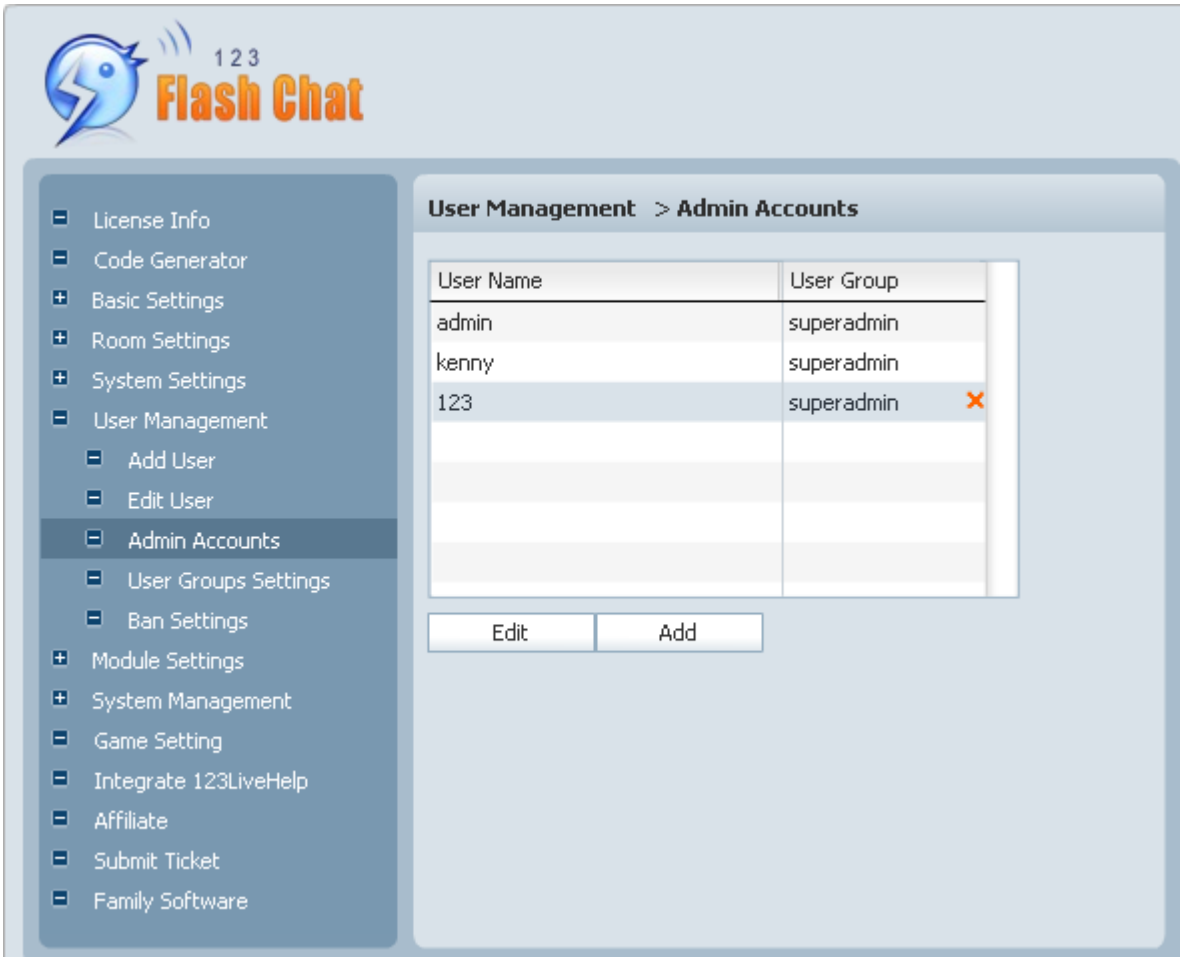
At here, you can modify his user information like password, Email, Location, etc. when you finish your modification, click **Submit**.

If you need to delete the user, you may click **Delete** in Edit User panel.

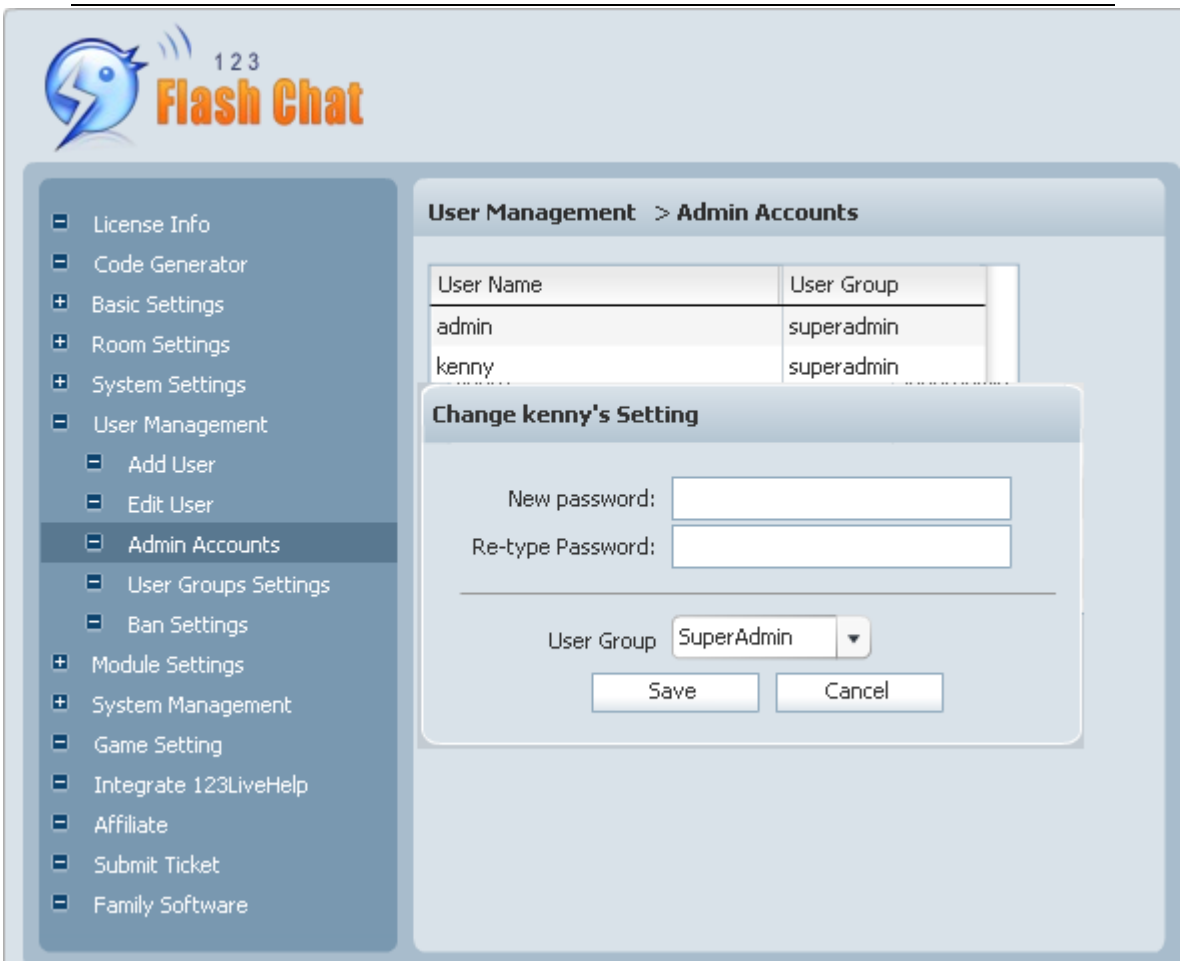
Admin Account

If you're a super admin, you can modify, add, or remove an admin account or a super admin account easily.

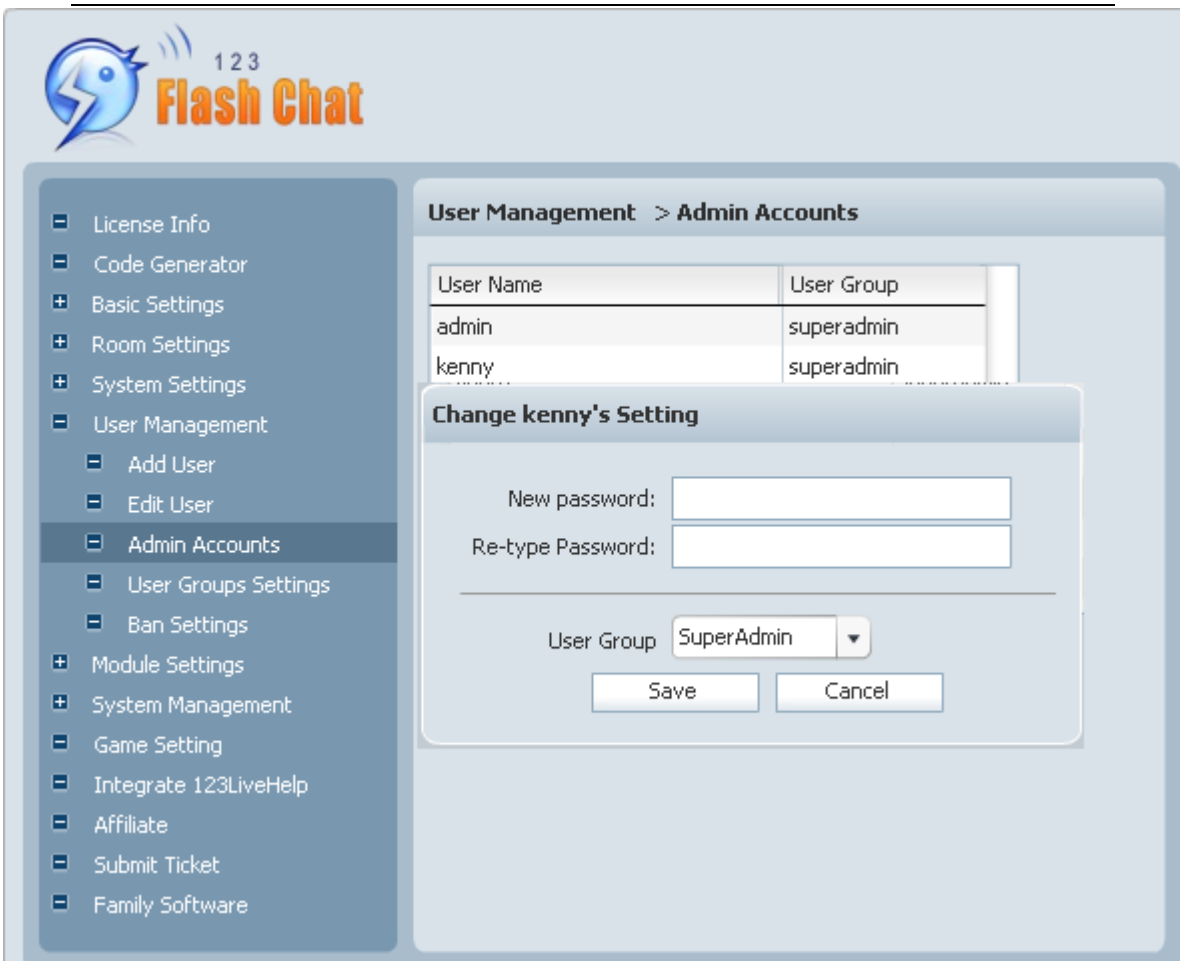
If you're an admin, you have only the right to modify your password not add any admin account. Also, you can configure the rights of an admin in the "User Groups Settings".



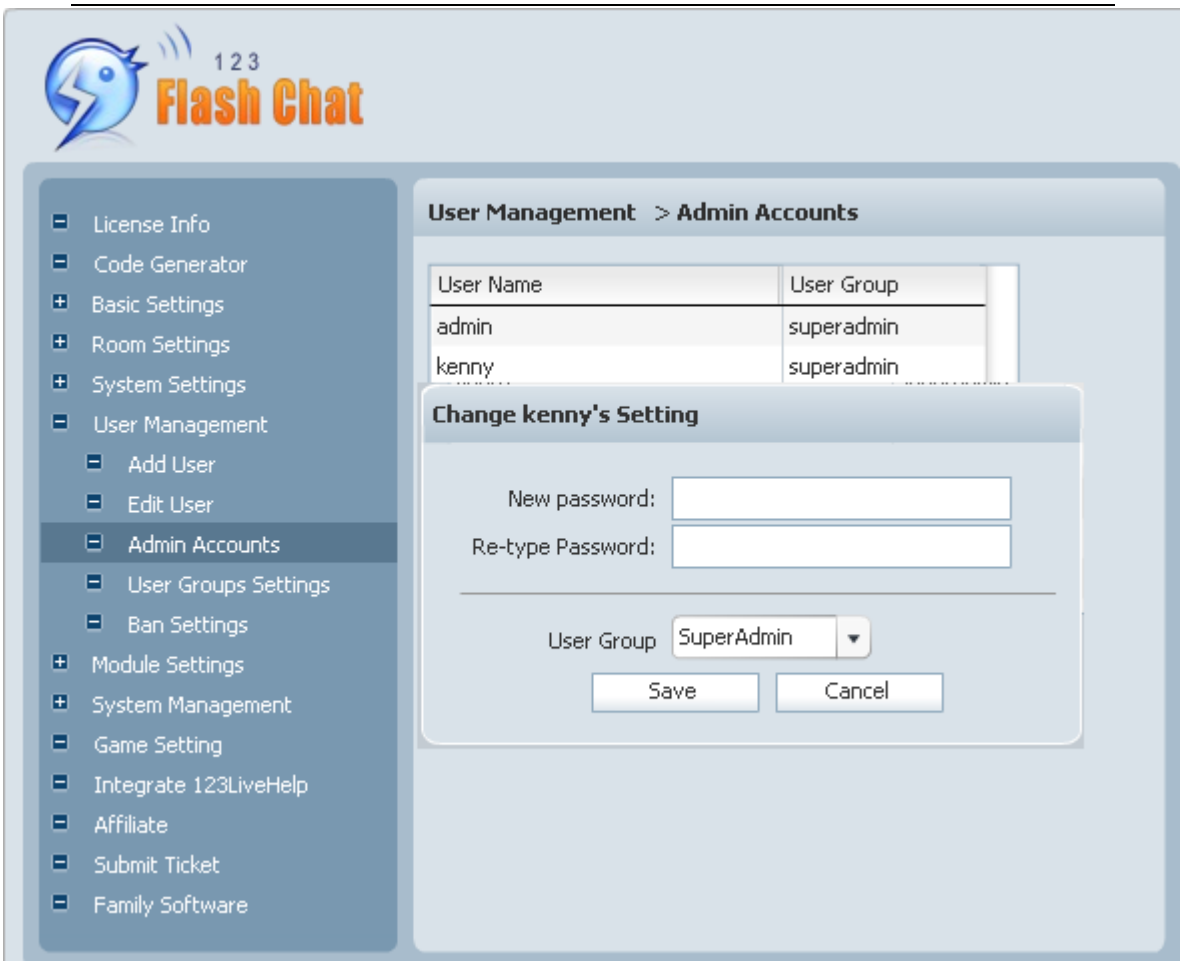
If you're a super admin, chose the account you want and then click the "Modify" button, enter your new password. Your old password will be modified with the new one after you click the "Save"button (If you don't enter a new password, as default, your old password won't be modified.). You can also modify your user groups in the ComboBox.



If you're an admin, you can only modify your own password. Click the "Modify" button, enter your new password. Your old password will be modified with the new one after you click the "Save" button (If you don't enter a new password, as default, your old password won't be modified.).

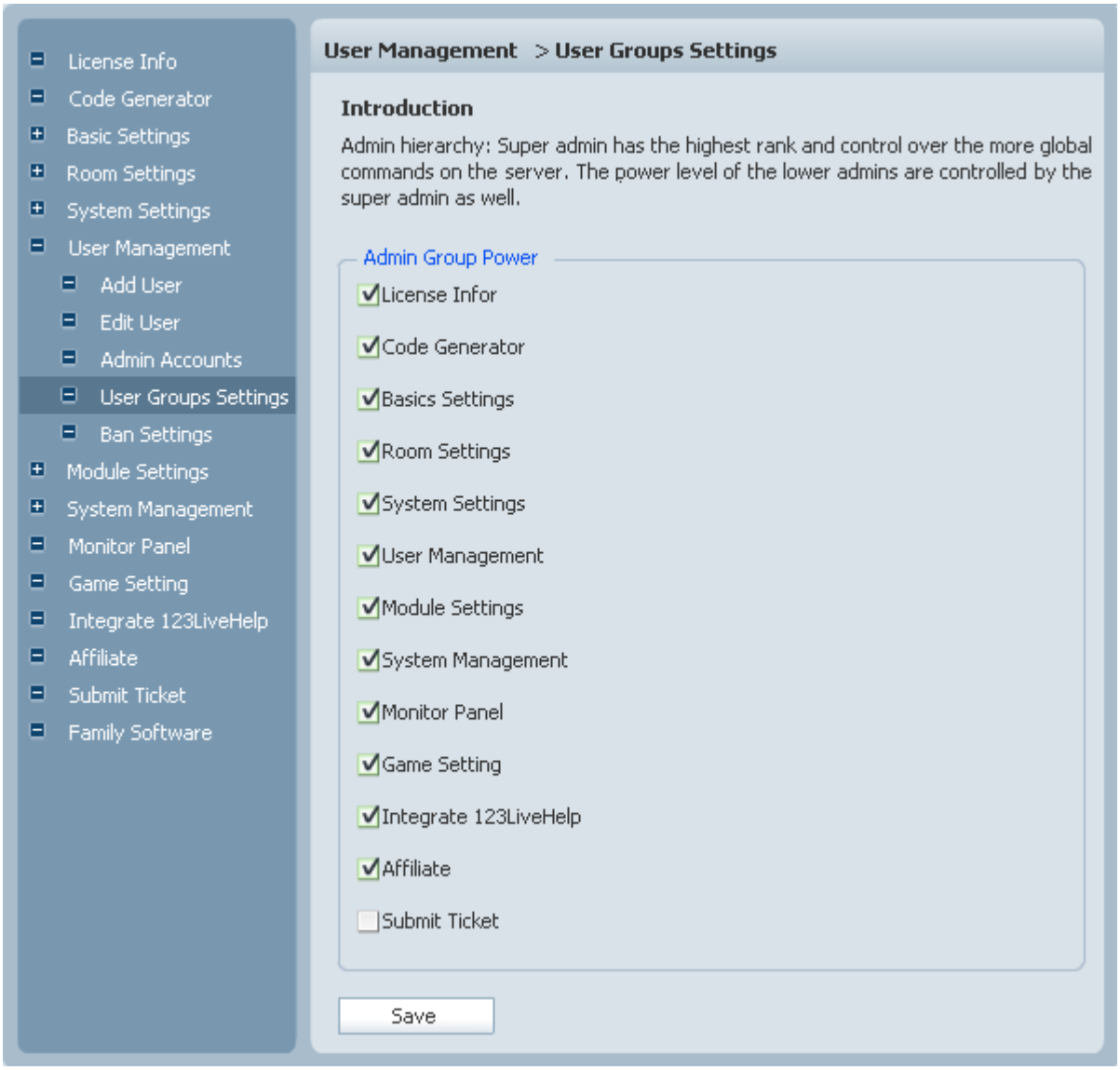


If you're a super admin, click the "add" button; enter new username and password, chose user group in the User Group ComboBox. A new account will be created after you click the "Save" button. As the super admin, you can also delete or modify an admin account.



User Groups Settings

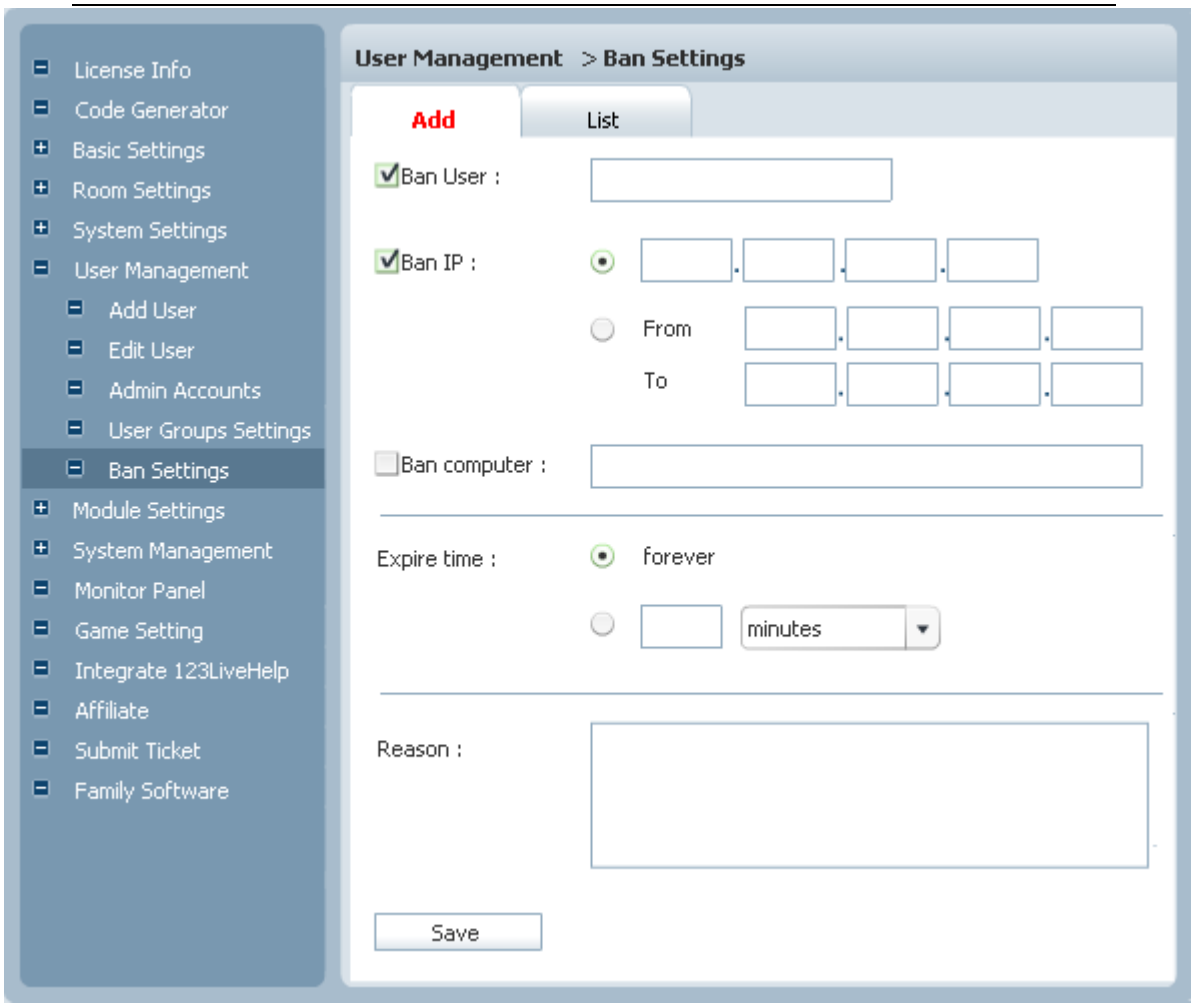
Admin rank system: The super admin has the upmost authority. The rights of an admin is granted by the super admin. As the super admin, you can grant the rights to an admin in the below Admin Group Power and then click the "Save" button to save your settings.



Ban Settings

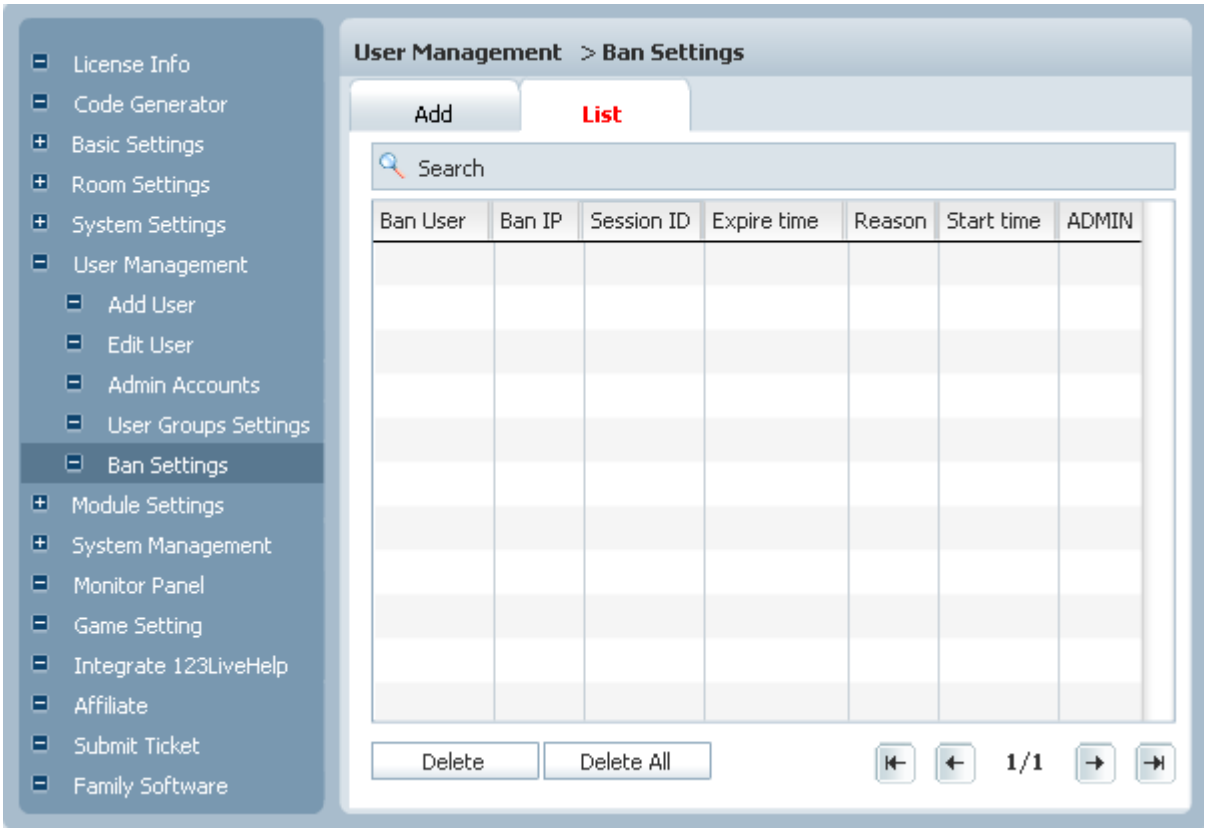
In this panel, admin can ban malicious user or his IP.

Ban IP.



After inputting the IP rang and clicking **Save**, all banned IP will be listed in the List tab.

Ban user.



Input the user name, click **Add**, all users that been banned will appear in the list tab.

For this version, the ban list panel supports keywords searching function on the current page. Input the keywords you want to search, then the results that you don't want to view will be filtered at once. Besides, the IP sorting of the ban list is improved.

Note: This applies to the user's original username, not their currently displayed nickname. If you ban someone but fail, please find out their original username in the monitoring window and try again.

Module Settings

Module Settings

Related links:

Admin Panel

Friendlist Module

Encrypt-Message Module

Event-Chat Module

Invisible-Admin Module

Moderated-Chat Module

Change-Nickname Module

Avatar-Chat Module

Audio/Video Module

White-Board Module

File Transfer

Image-Transfer Module

FMS-Server-URL

Remote Controller Module

Handwriting

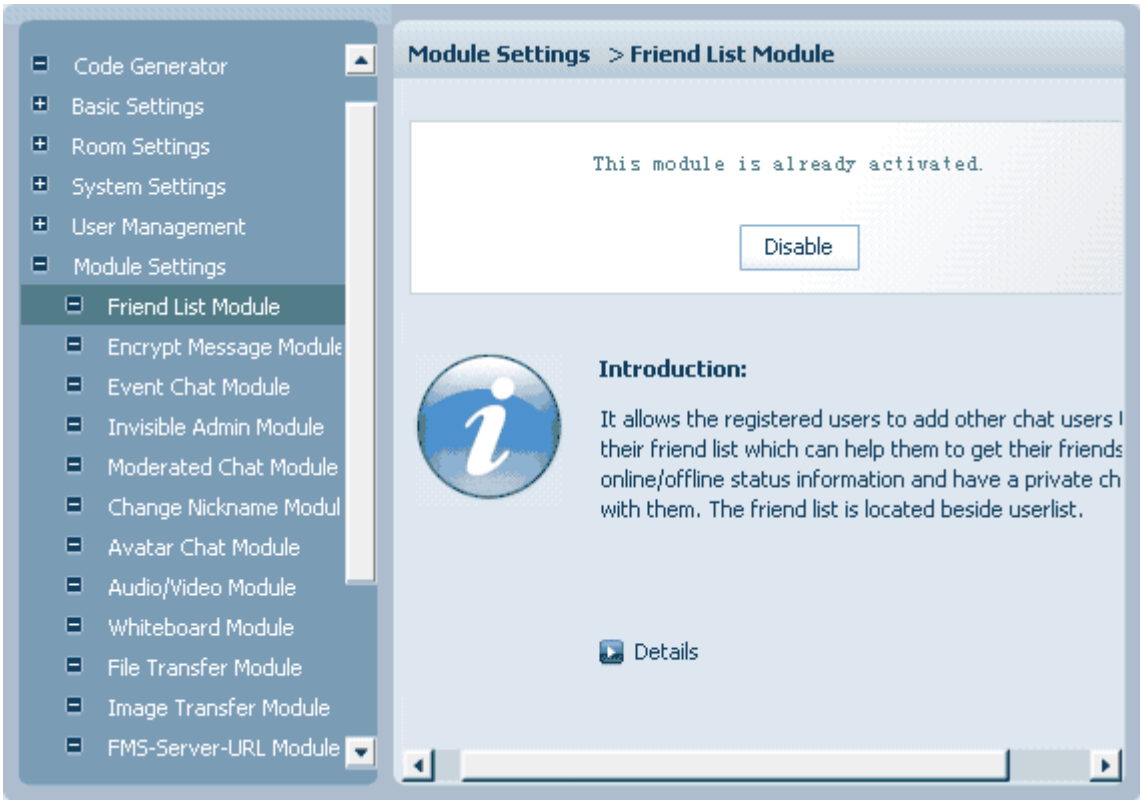
IM Friends Invitation

Live Show Module

New Post Notifier

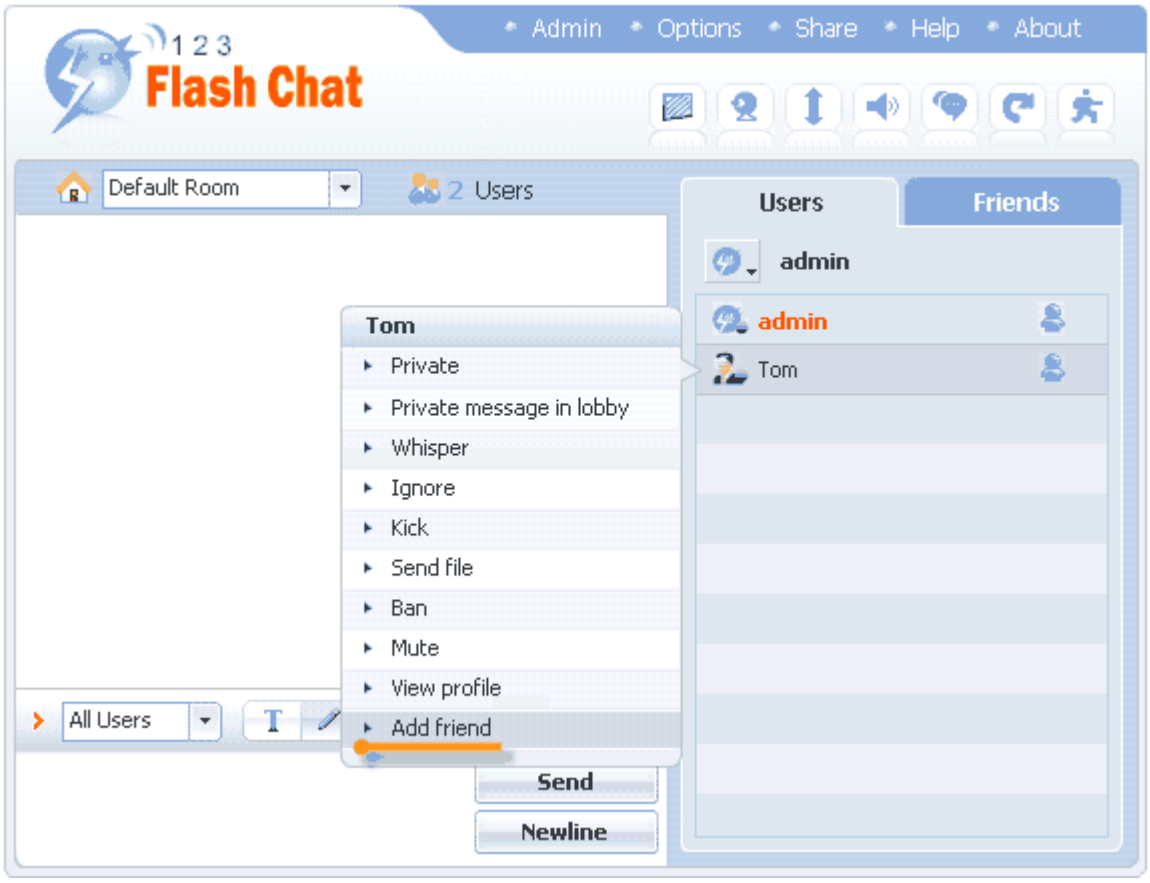
Friendlist Module

With Friend List module, registered users can add a chat user to his friend list, get their online/offline status and, chat with them in private chat mode, delete a friend from the friend list. The friend list lies at the right side of the chat room userlist.



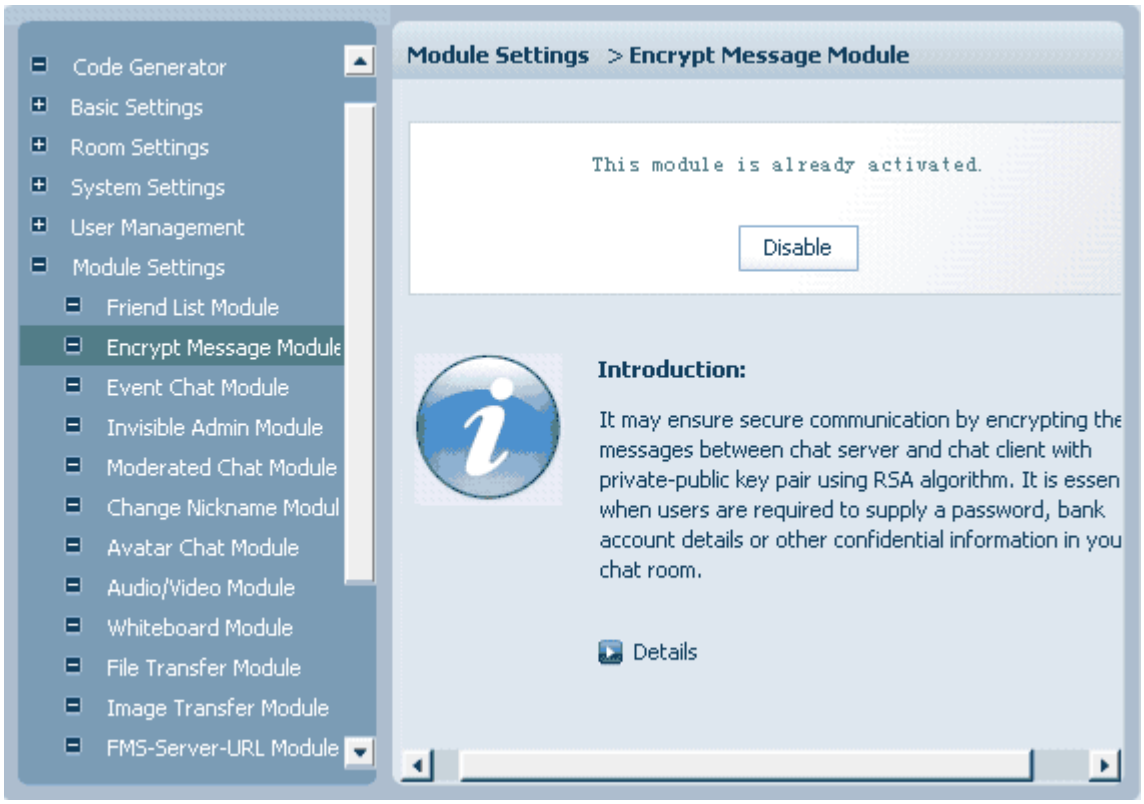
You can enable/disable this module by clicking **Disable** button. For more information, please click

Details.



Encrypt-Message Module

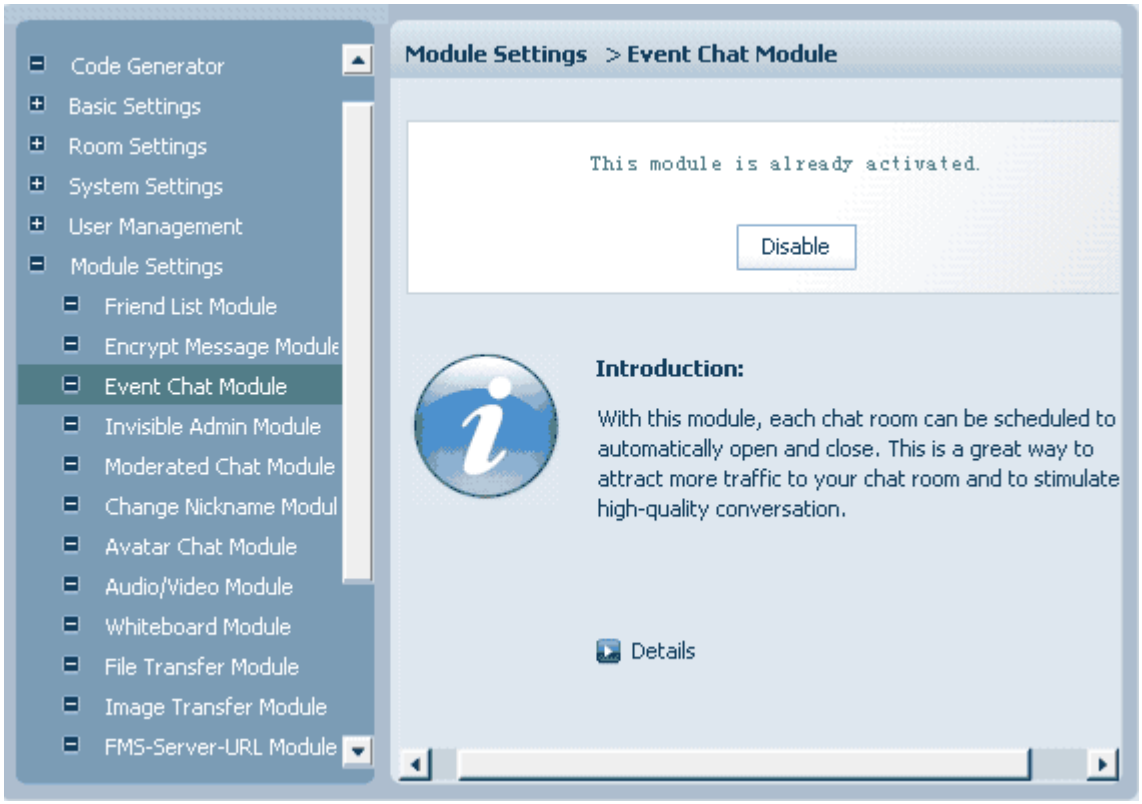
It can ensure secure communication by protecting messages between the chat server and the chat client with a private key and the public key pair using RSA algorithm. It is essential when users are required to supply a password, bank account details or other confidential information in your chat.



You can enable/disable this module by clicking **Enable** button. For more information, please click **Details**.

Event-Chat Module

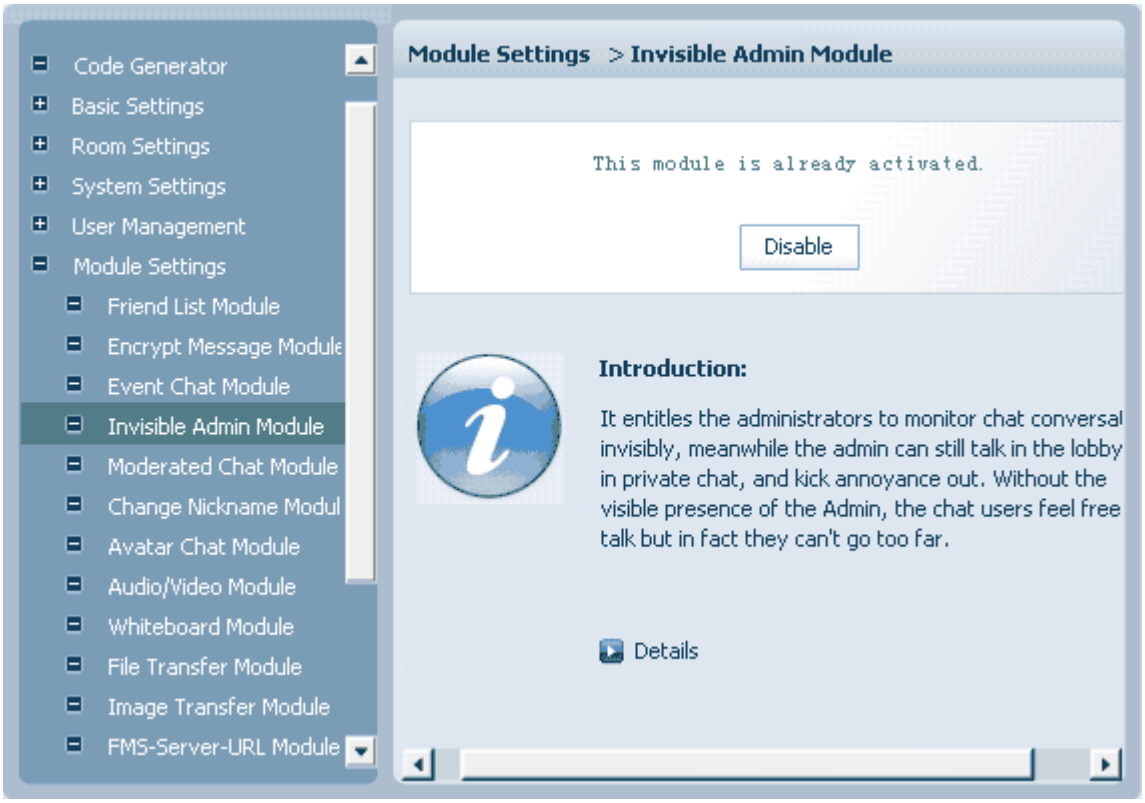
With this module enabled, each chat room can be scheduled to automatically open and close. This is a great way to attract more traffic to your chat room and to stimulate high-quality conversation.



You can enable/disable this module by clicking **Disable** button . For more information, please click **Details**.

Invisible-Admin Module

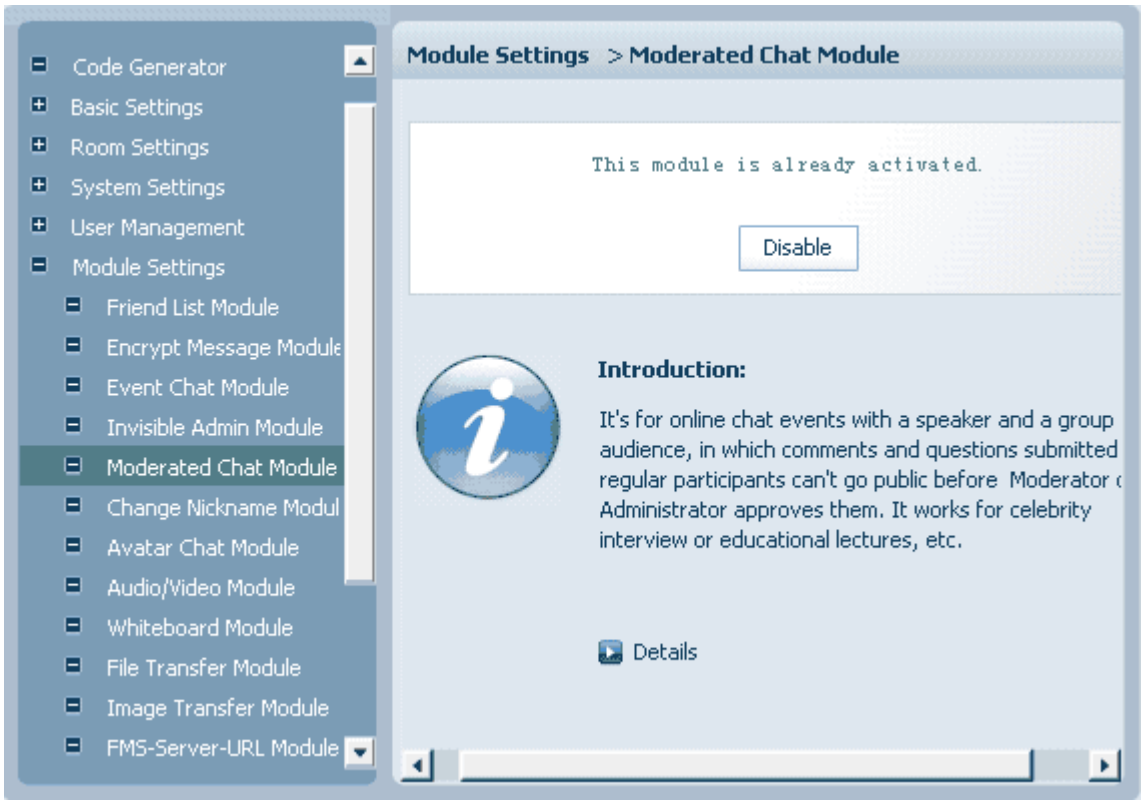
With this module enabled, administrator can monitor chat conversations invisibly, meanwhile he can still talk in the lobby or in private chat, and kick annoyance out. Without the "existence" of the admin, participants can chat freely, but the administrator can still monitor the chat.



You can enable/disable this module by clicking **Disable**. For more information, please click **Details**.

Moderated-Chat Module

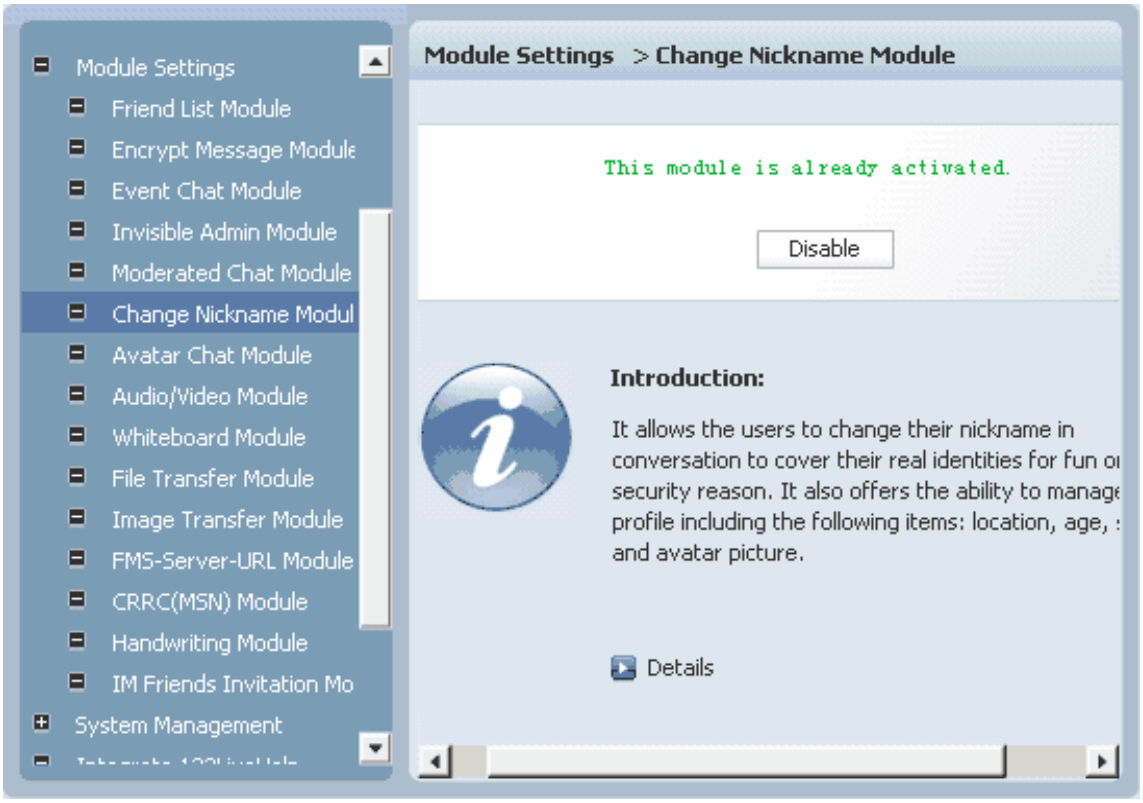
The distinguishing feature of this module is that all the questions and comments submitted by participants will not be displayed publicly before the moderator or administrator approves/passes it. It can work for celebrity interview or educational lectures, etc.



You can enable/disable this module by clicking **Disable**. For more information, please click **Details**.

Change-Nickname Module

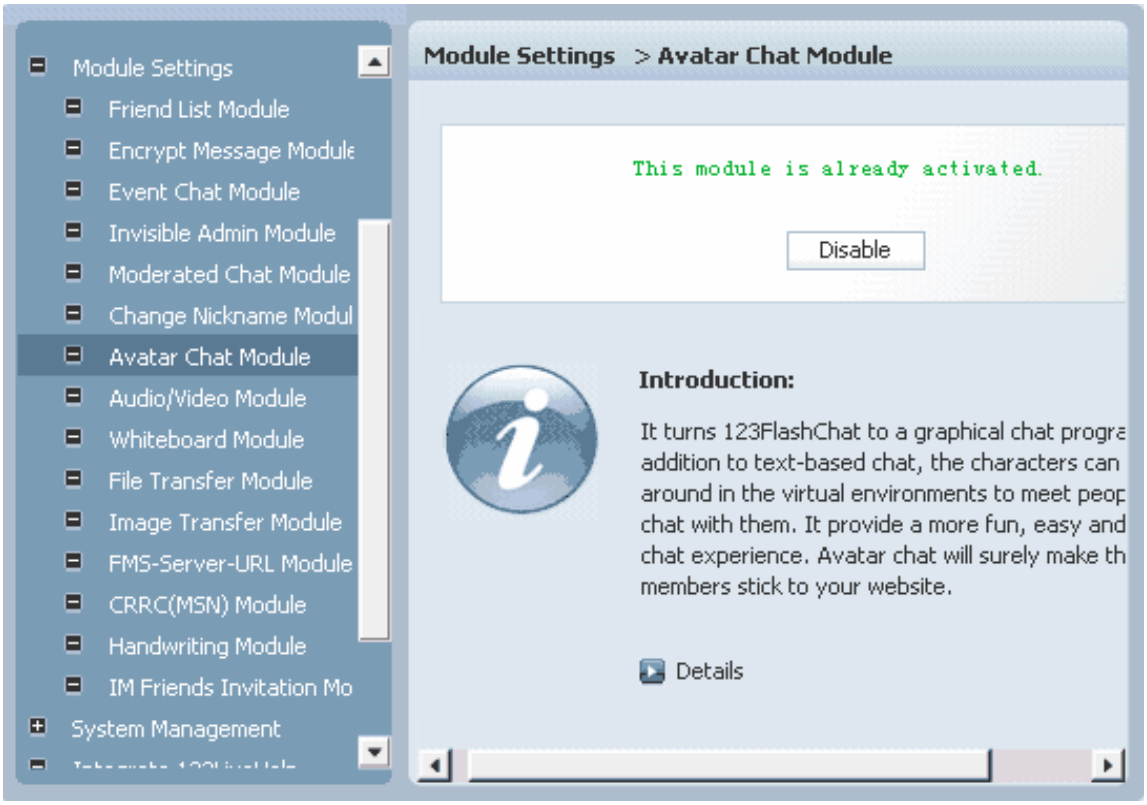
With this module enabled, you can change your nickname in conversation to cover your real identities for more fun or security reasons. It also offers the power to manage user profile including the following items: location, age, sex and avatar picture.



You can enable/disable this module by clicking **Disable** button. For more information, please click **Details**.

Avatar-Chat Module

With this module, you can turn 123FlashChat into a graphical chat program in addition to text-based chat, where the characters can walk around in the virtual environments to meet people and chat with them. It will offer user a more fun, easy and friendly chat experience.

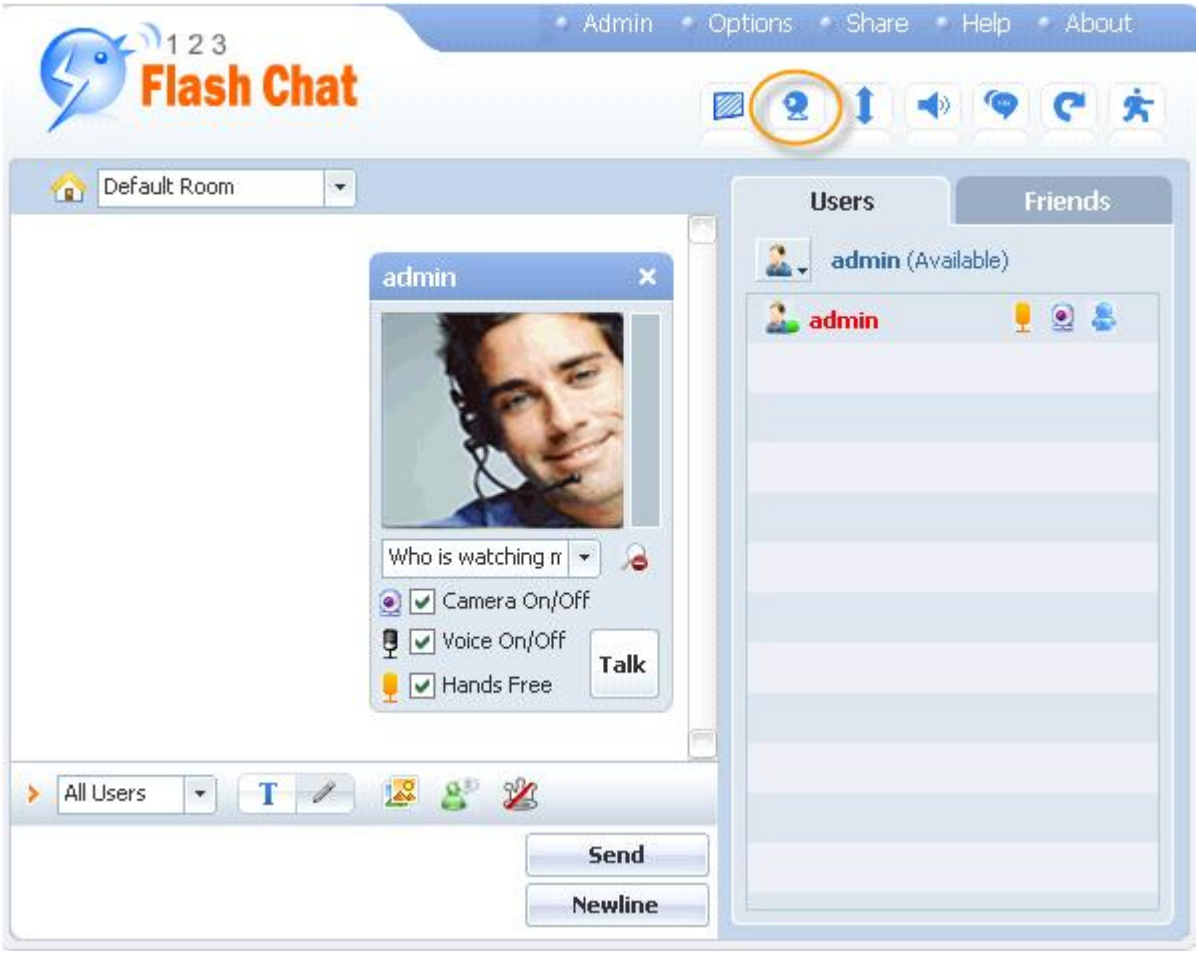


You can enable/disable this module by clicking **Disable** button. For more information, please click **Details**.

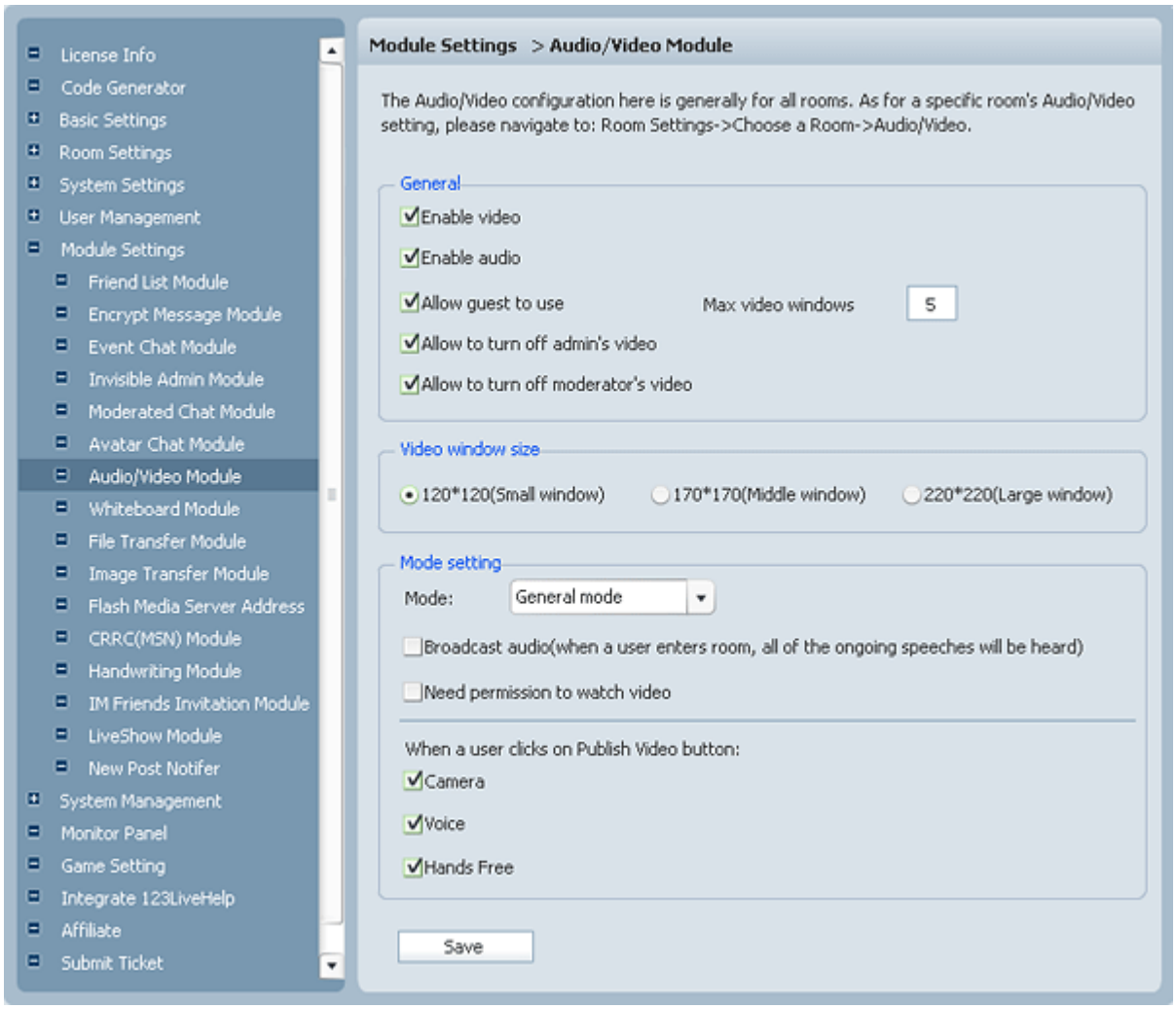
Audio/Video Module

With audio/video module enabled, you can add webcam and voice chat feature in your chat room.

If you need to share your video and audio with other users, you can click the **Publish my video** button in the Chat Panel.



If you need to only share your video, you may uncheck the **Voice On/Off** box, if you only need to share your audio, you may uncheck the **Camera On/Off** box, if you need to share your audio continuously, please check the **Hands Free** box, if you only need to speak when you want, you can uncheck the **Hands Free** box and click on **Talk** to speak when you need.



Mode setting

This section includes some common audio-video modes for your choice, so you need not to customize them by hands.

Broadcast audio

That is when a user enters a room, the ongoing speeches of this room will be heard.

Need permission to watch video

With this item checked, a user will need the object user's permission to watch his/her video.

When a user clicks on Publish Video Button

In this section, you will need to decide what utilities should be activated when a user clicks on Publish Video button.

Allow guest to use:
With this item checked, guest can use video feature.

Max video windows
This item defines the maximum video window number in a chat room.

Allow to turn off admin's video
With this item unchecked, a user may stop an admin from watching his video.

Allow to turn off moderator's video
With this item unchecked, a user may stop a moderator from watching his video.

Enable video:

Only with this item checked can user use video.

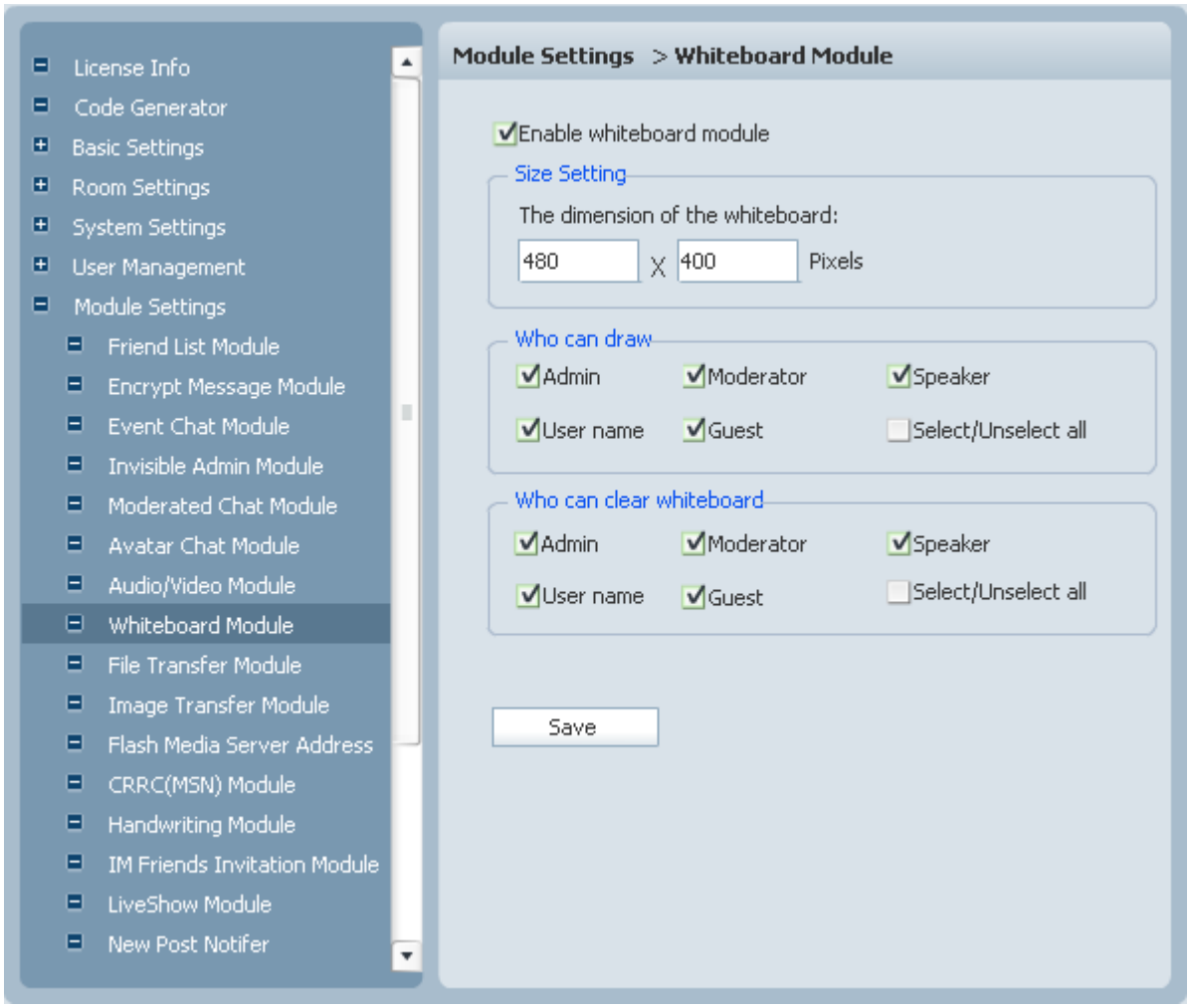
Enable audio:
Only with this item checked can user use audio.

Related links:

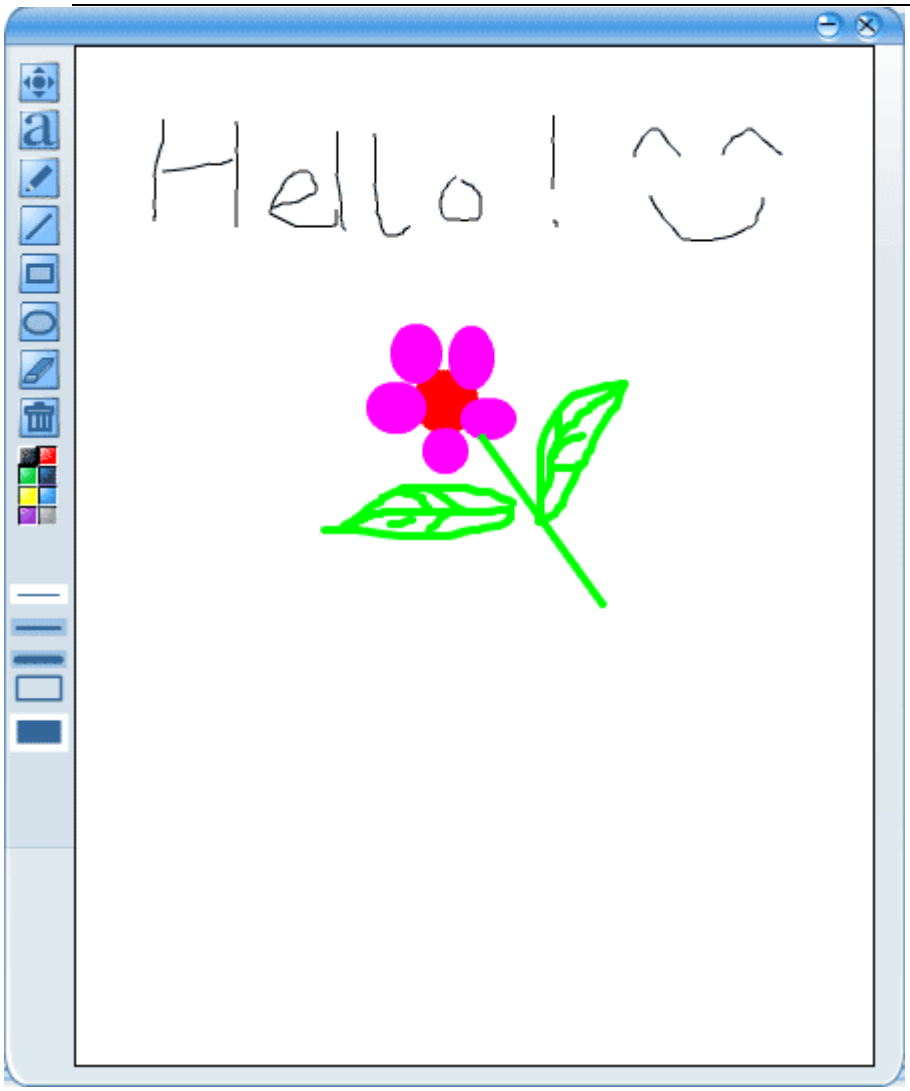
Module Settings

White-Board Module

With this optional chat module, users can use whiteboard function during chat to make drawing and all other users in the same room also can share the drawings or join the drawing.

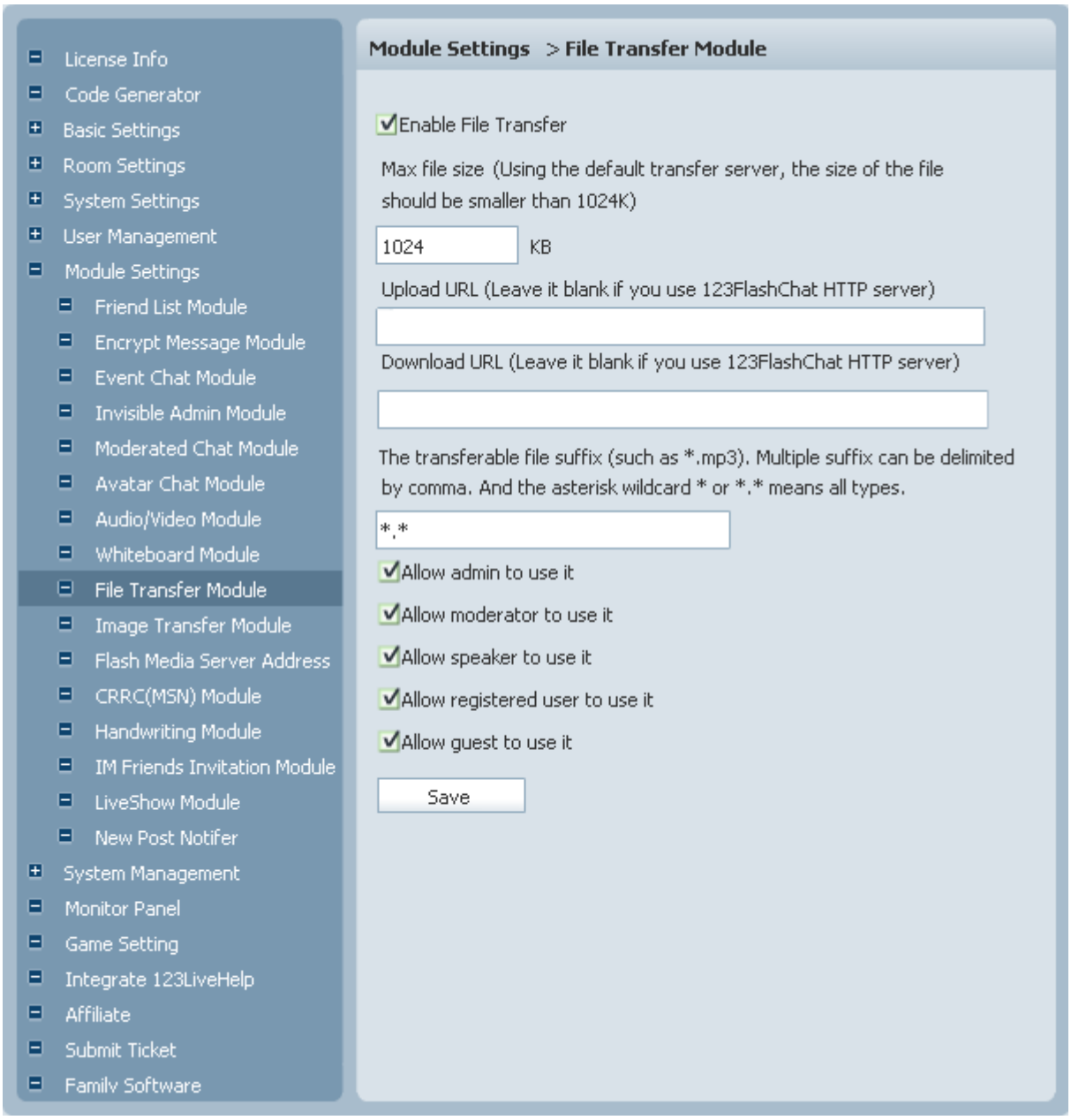


You can enable this module by checking **Enable Whiteboard module** . Here you can also set the dimension of this WhiteBoard and the user group who can draw or who can clear as shown in the picture above.



File Transfer

Often in conversation, chat users may experience the need to share a file with others. It may be a word document, a picture or some MP3 files. Now with this optional **File Transfer Module**, chat users can send and receive any files without having to invoke email program. The module is only available in private chat window. To configure this module, please take the following picture.



The following are the explanations on the functions of this module.

Enable File Transfer
This is used to set whether the administrator enable the file transfer function or not.

Max File size
This is used to set the size of a transferable file. If the transfer server is the default one, its size is limited in 1024KB.

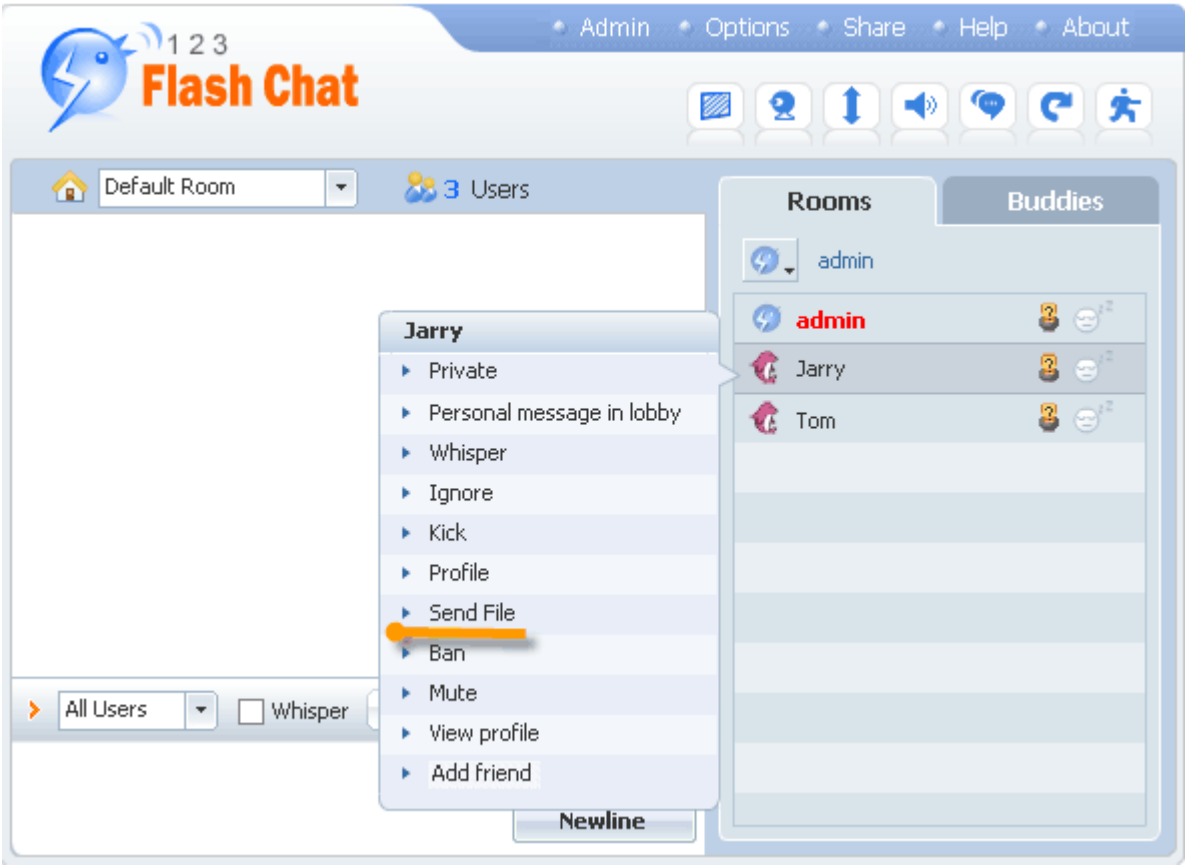
Upload URL
This is used to set the url for uploading a file.

Download URL
This is used to set the url for uploading a file.

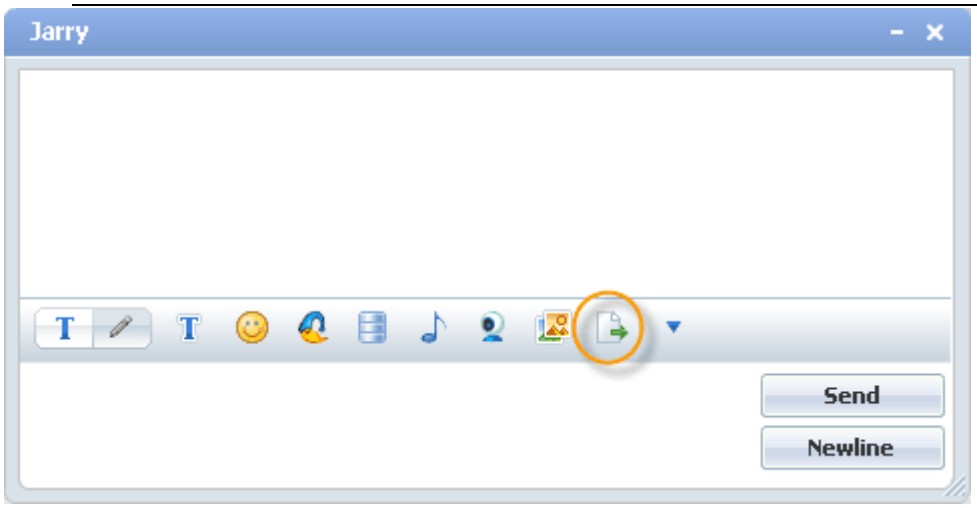
The transferable file suffix (such as *.mp3). Multiple suffix can be delimited by comma. And the asterisk wildcard * or *.* means all types.
This is used to set the extension name of a uploading file.
Here you can also set the dimension of this function as shown in the picture above.

There are two ways to initialize a file transfer.

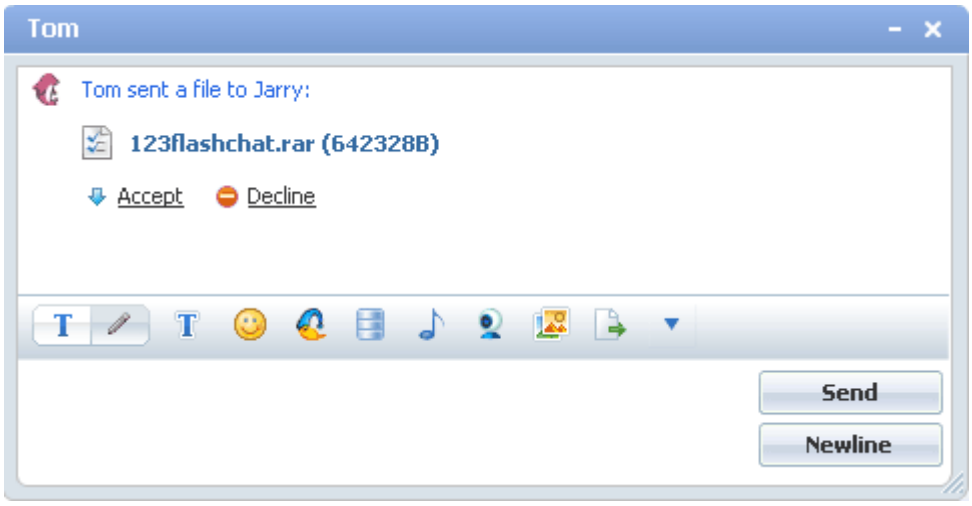
1. Left-click the user name that you want to transfer file with, select **Send file** in the pop-up menu, then a private chat window would open.



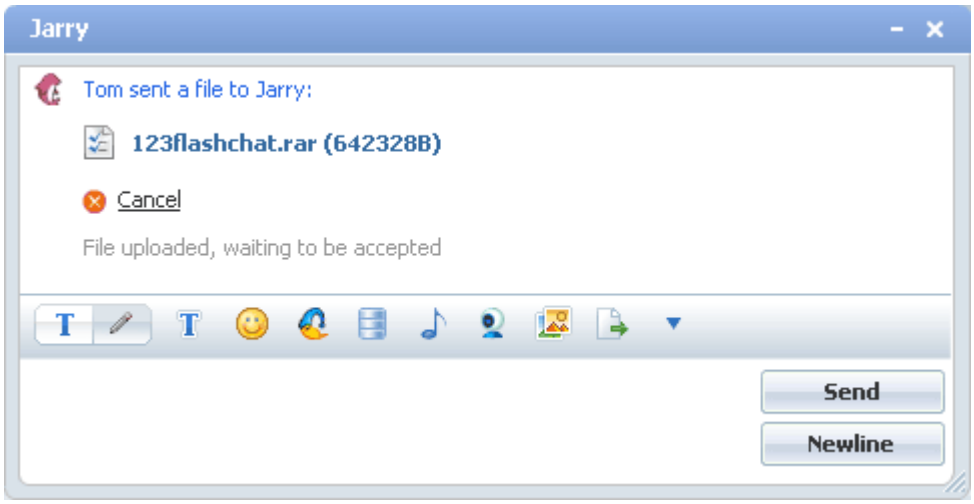
2. Double-click the user name to which you need to transfer file in userlist, click **Send file** icon in chat dialogue box.



Following either way over mentioned, an open file dialogue box will appear, choose the file, click Open, and then the request would be sent out.



Before the object user decides whether to accept your request, you can cancel the transfer request if you need.



Once the transfer completes, a notification would be delivered .

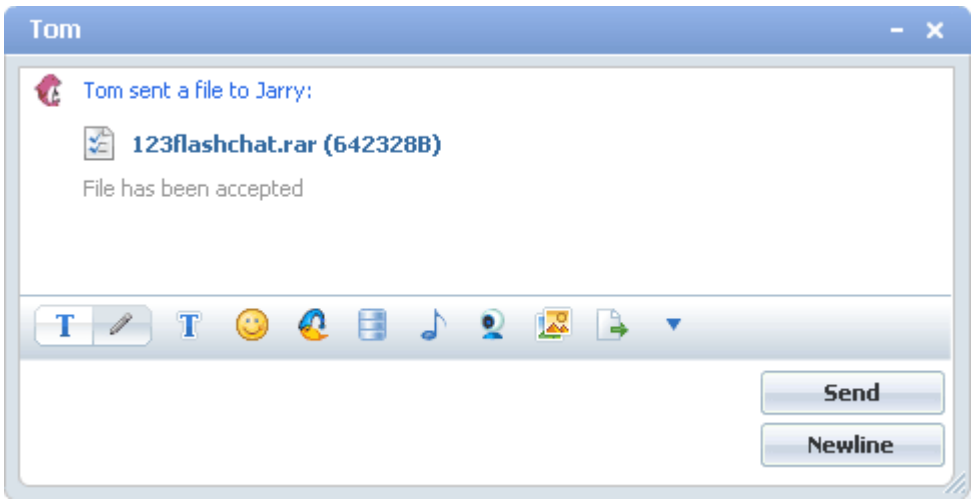
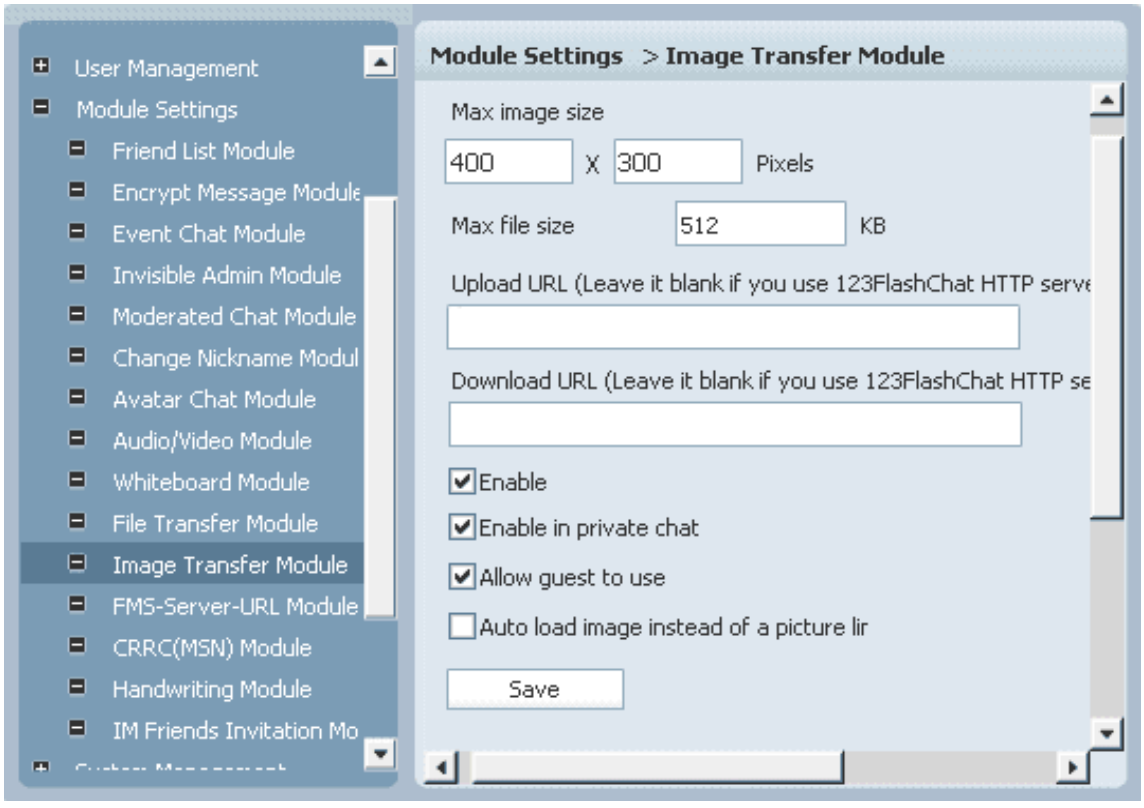


Image-Transfer Module

With this module enabled, you can send an image in the chat room or in a private chat.

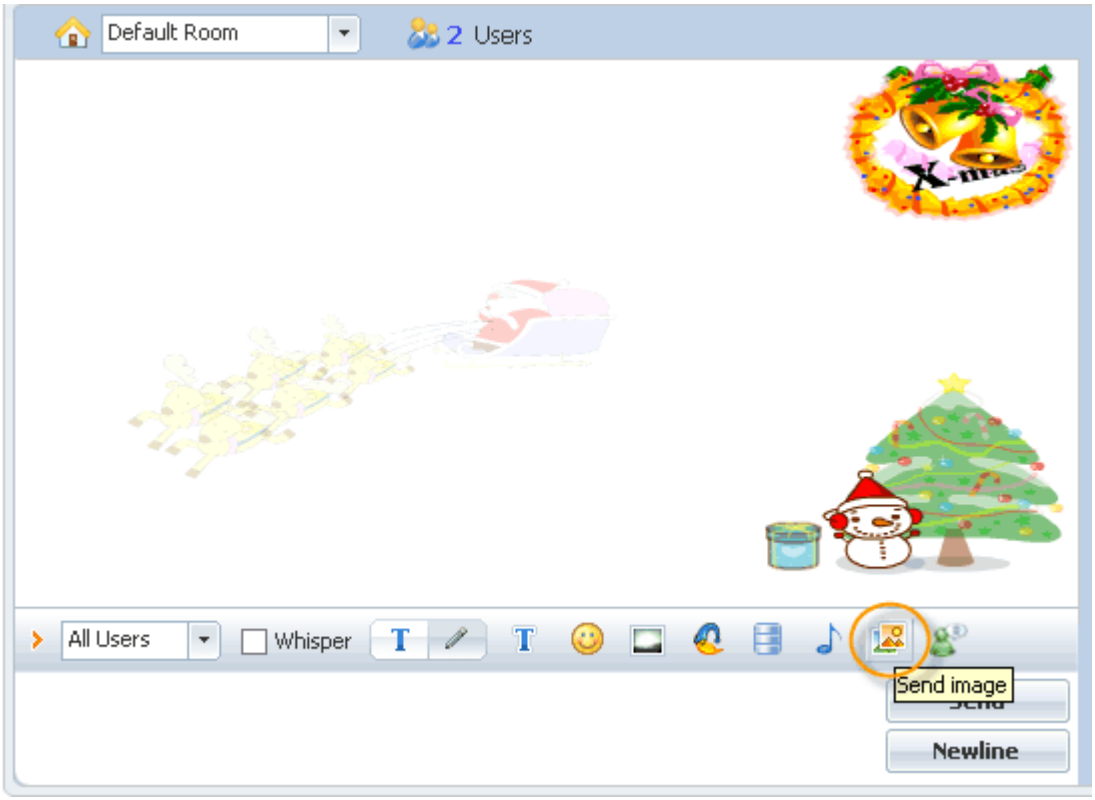


Parameters	Description
Max image size	Set the max size of image
Max file size	Set the max size of file
Upload URL	Set the URL that the file will be uploaded
Download URL	Set the URL that the file will be downloaded
Enable	Enable /Disable this transfer image in chat room
Enable in private chat	Enable /Disable the transfer image in private chat
Allow guests to use	Set if the guest can use transfer image
Auto load image instead of a picture	Enable /Disable auto-load an image and display it in the window.

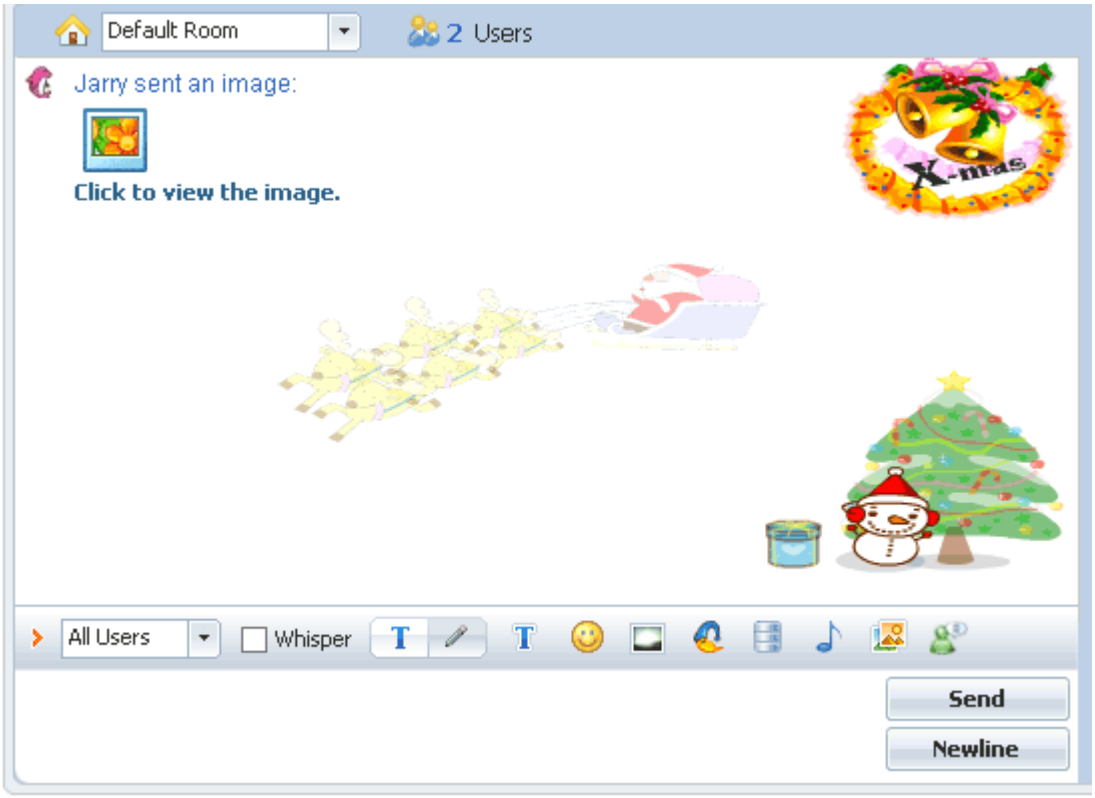
After finishing all your settings, click **Save** to retain all these changes.

To send an image:

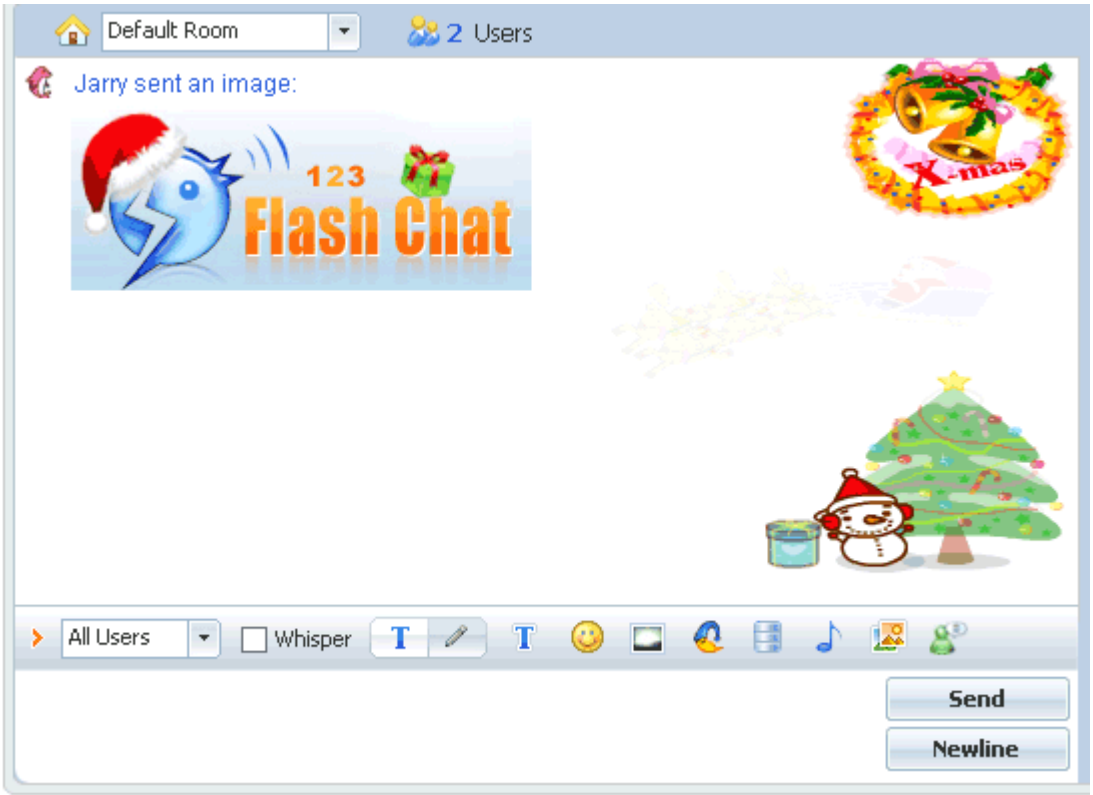
In public chat window, click **Send Image** icon and **Upload an Image**, select an image in the Open File Dialogue Box and click **OK**.



When the upload completes, an image icon would show in the chat area, clicking the icon would initialize the loading of the image.

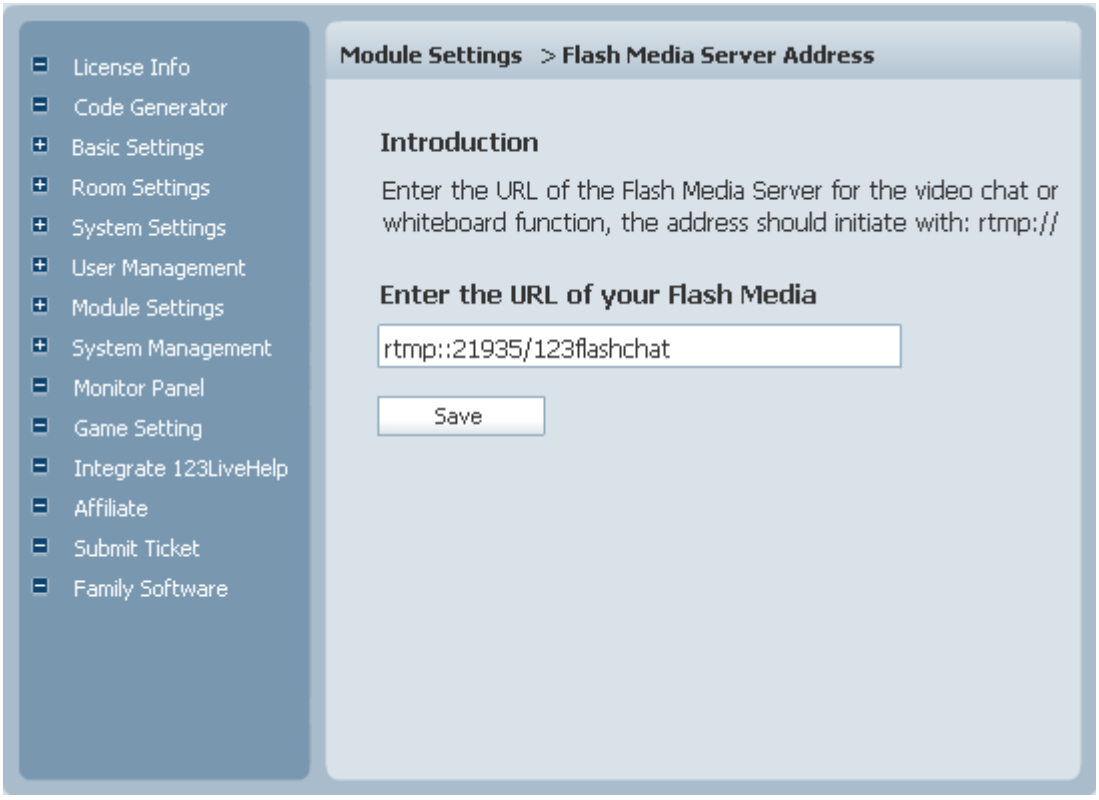


An image in public chat window.



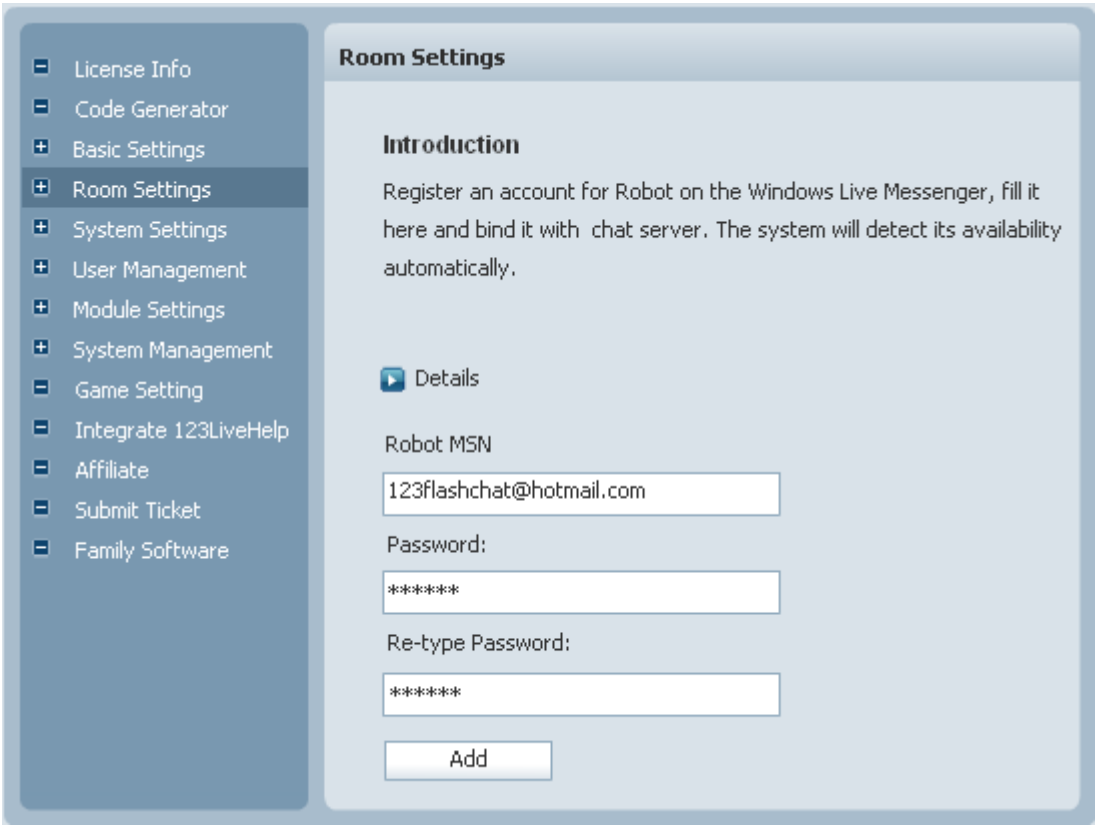
FMS-Server-URL

Enter the URL of the Flash Media Server for the video chat or whiteboard function, the address should initiate with: rtmp://, looking at the following picture.



Remote Controller Module

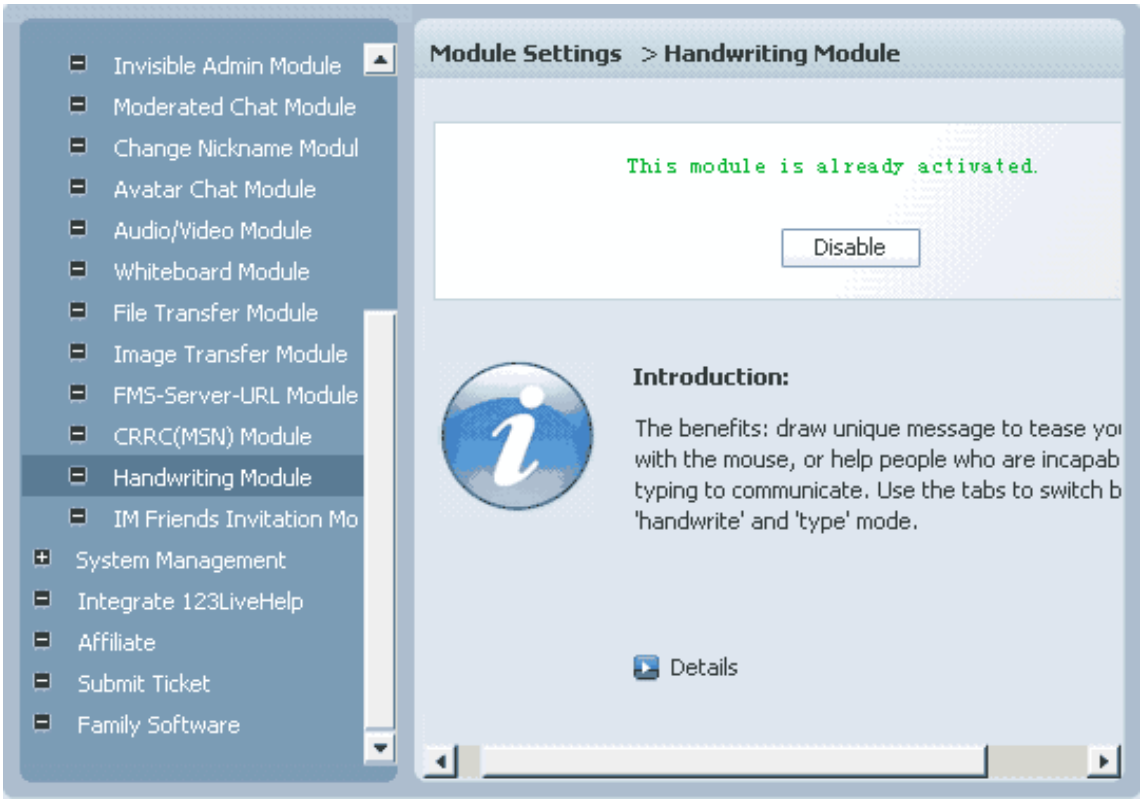
Room owner can create a chat robot in a particular chat room and then grant the access of the robot to the reliable person(s) to monitor the room via MSN remotely.



You can enter a MSN account as the Robot MSN with the password filled. After clicking **Confirm** and **Add**, a Robot MSN would be bond with chat server.

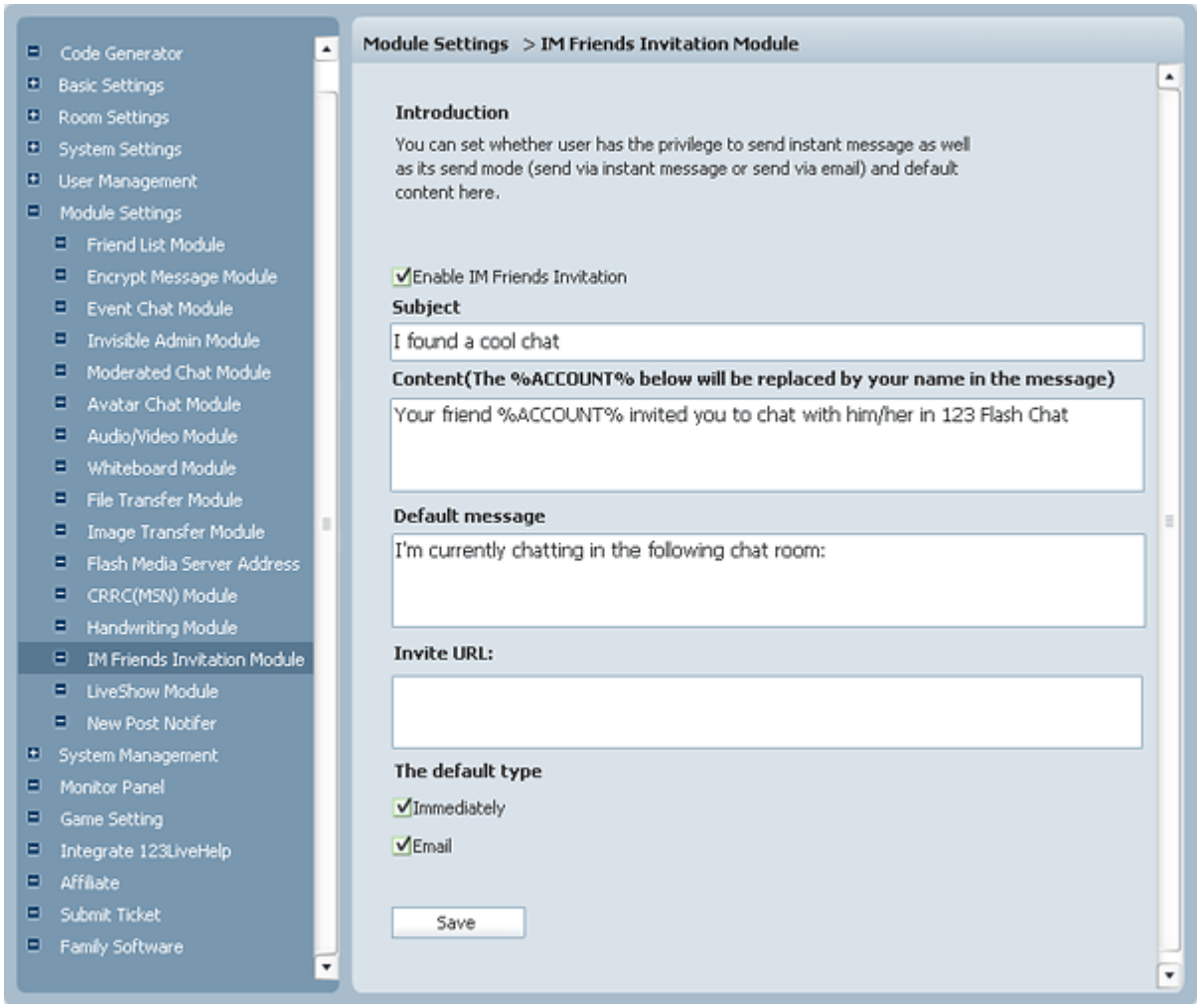
Handwriting

This chat module enables your chat users to draw a unique message to tease their buddies with the mouse, or help people who are incapable of typing to communicate. You can use the tabs to switch between **Handwriting** and **Typing** mode.



You can enable/disable this module by clicking **Disable**. For more information, please click **Details**.

IM Friends Invitation



Wanna attract more users for your chat room? Try **IM Friends Invitation Module.** After activating the module, your user then could invited his MSN, Yahoo, GoogleTalk or Hotmail friends to join your chat, but before this actually happens, please fill in your advertising claim in **Default Message** box and select its send mode: **Immediately** will send your default massage via instant message, **Email** will send it via an email.

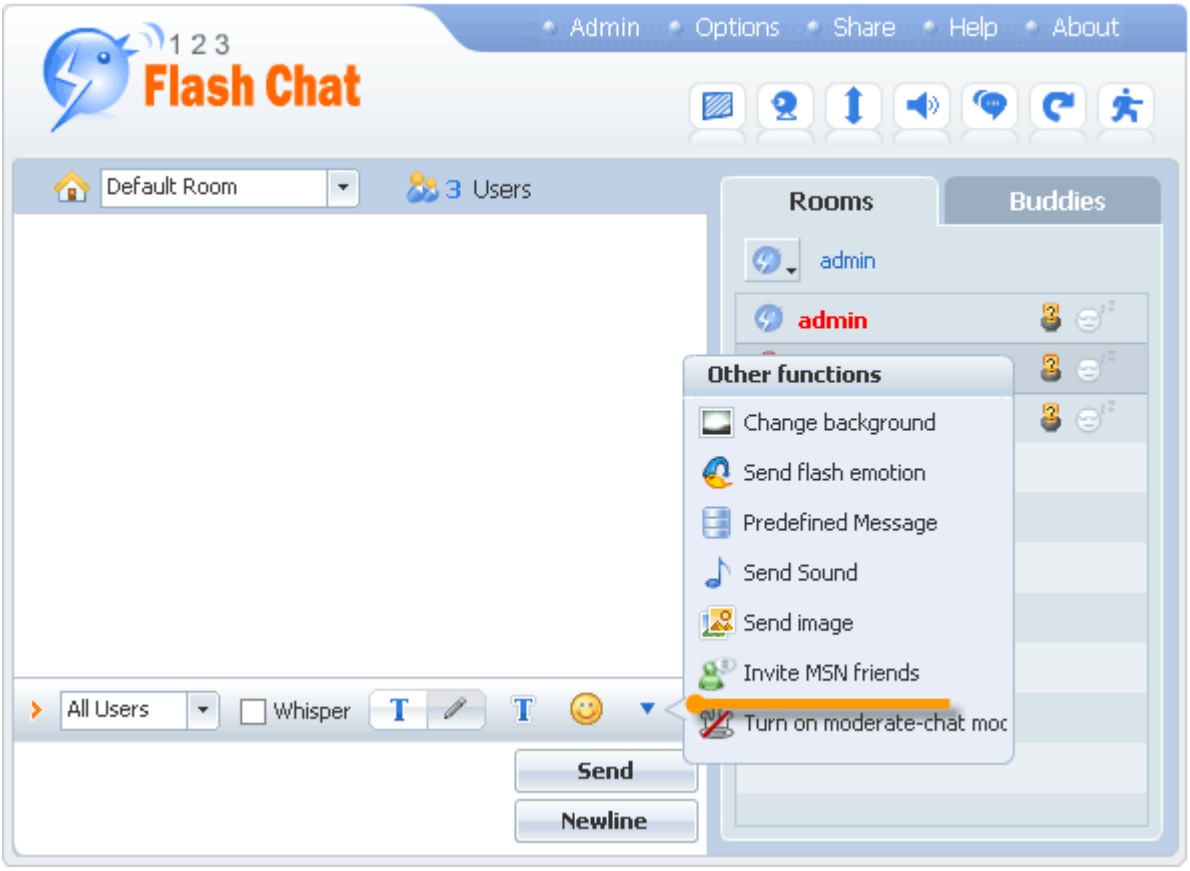
Sending email may need the support of SMTP server, in default mode, we use the embedded SMTP server. But if you need to use outside SMTP server, you may configure this node: <mail-smtp-server ...> in this file: <123flashchat installation directory>/server/etc/fcserver.xml .

```
<mail-smtp-server enable="Off">
<host>localhost</host>
<port>25</port>
<auth-user></auth-user>
<auth-password></auth-password>
```

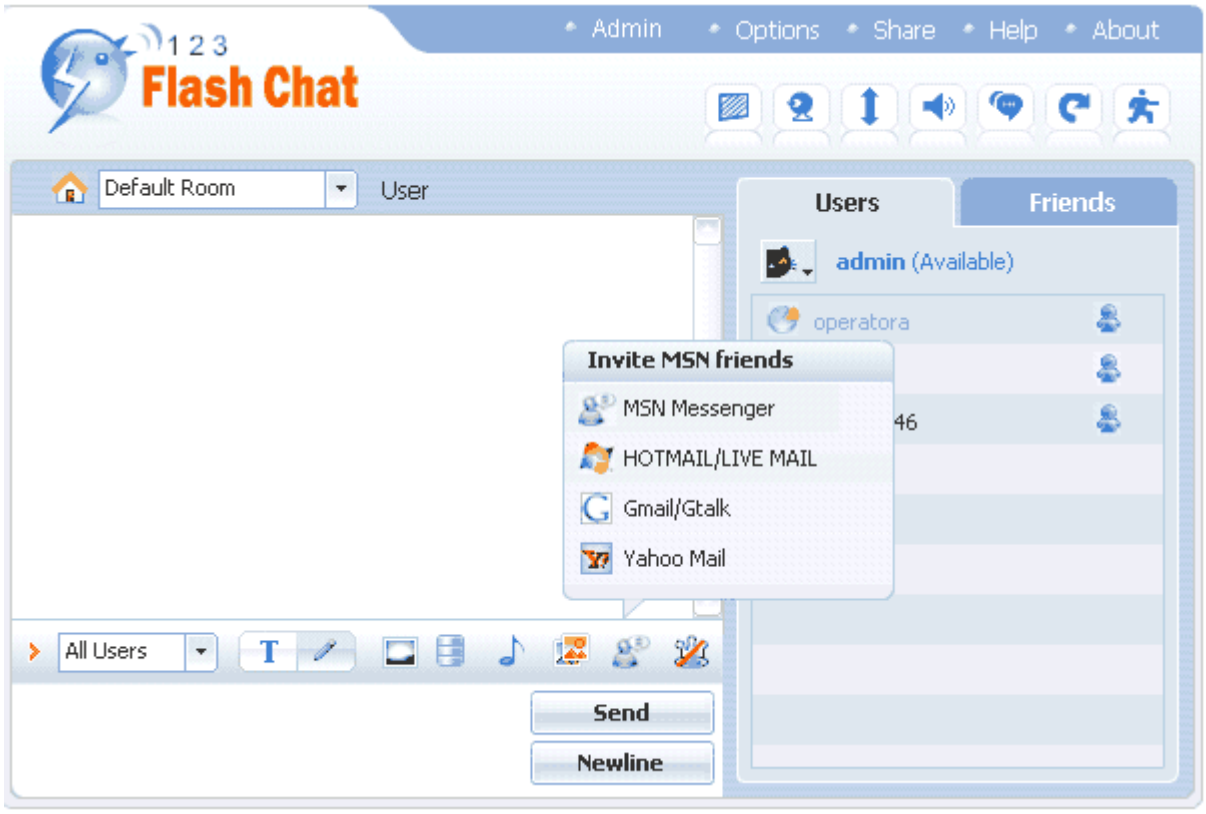
<ssl>Off</ssl>
</mail-smtp-server>

mail-smtp-server->enable : this node decides whether you use outside SMTP server, On indicates Yes, off No.
host: mail smtp server address
port: mail smtp server port
auth-user: mail smtp server user name, (Optional)
auth-password: smtp server, (Optional)
ssl: On/Off: this node decides whether encrypt via SSL algorithm,

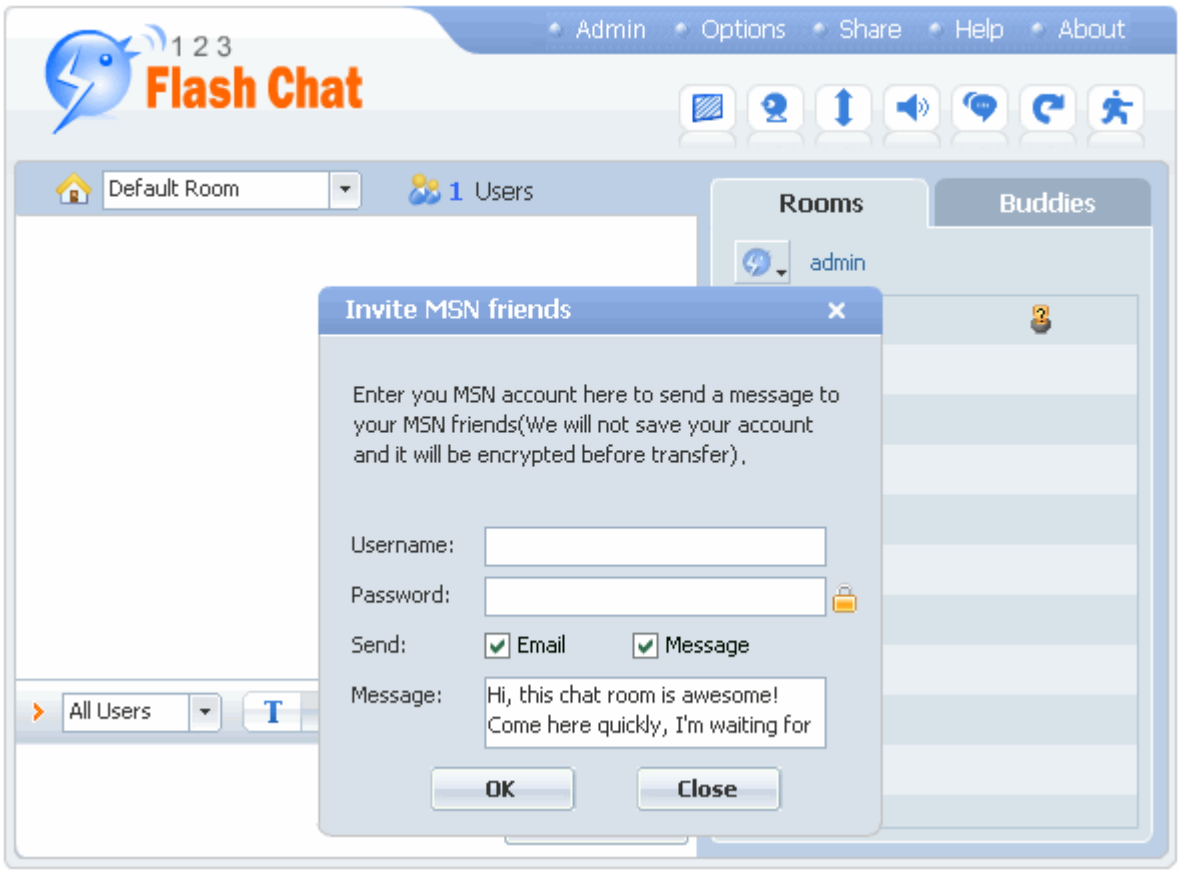
After activating the module, a **Invite MSN Friends** entry will appear in the tool bar:



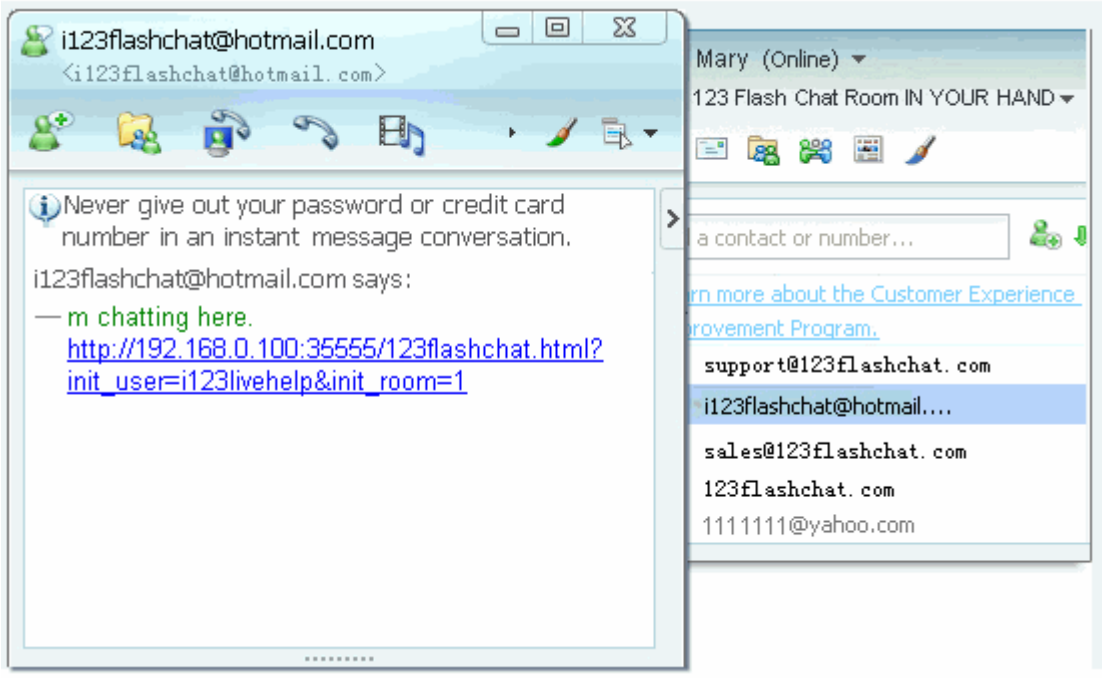
You may click on it, select the IM software you need, let's take MSN as an example:



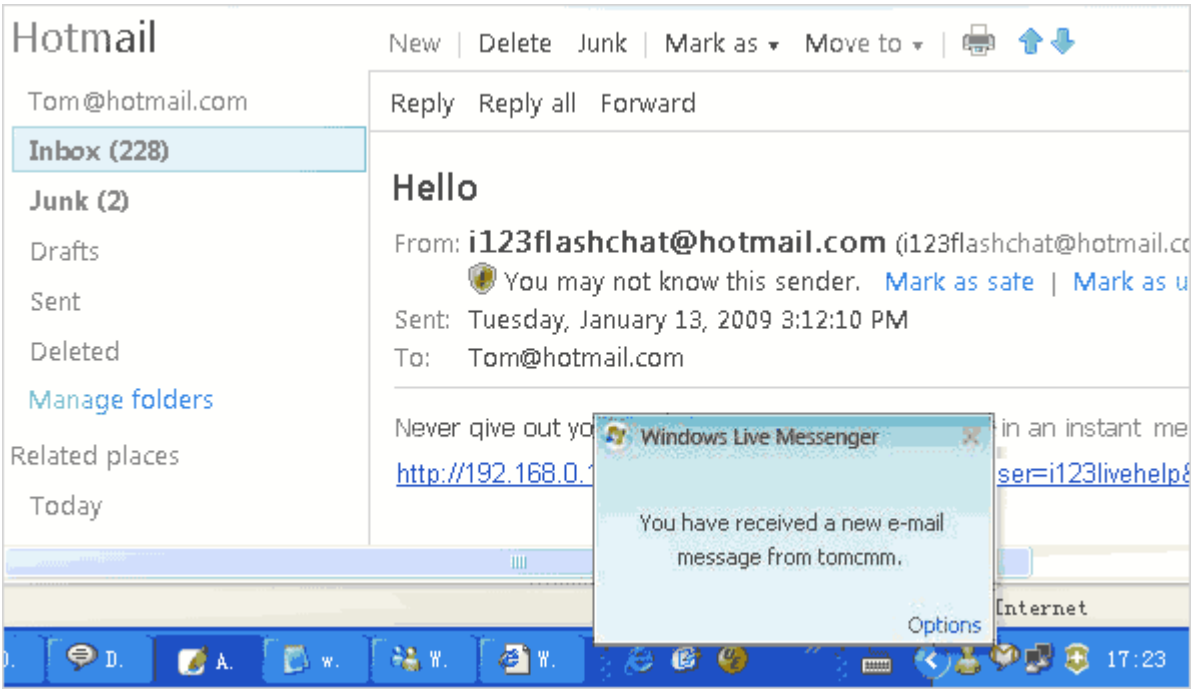
Fill in the corresponding fields, invitation messages would be sent to his MSN friends.



Instant Message:



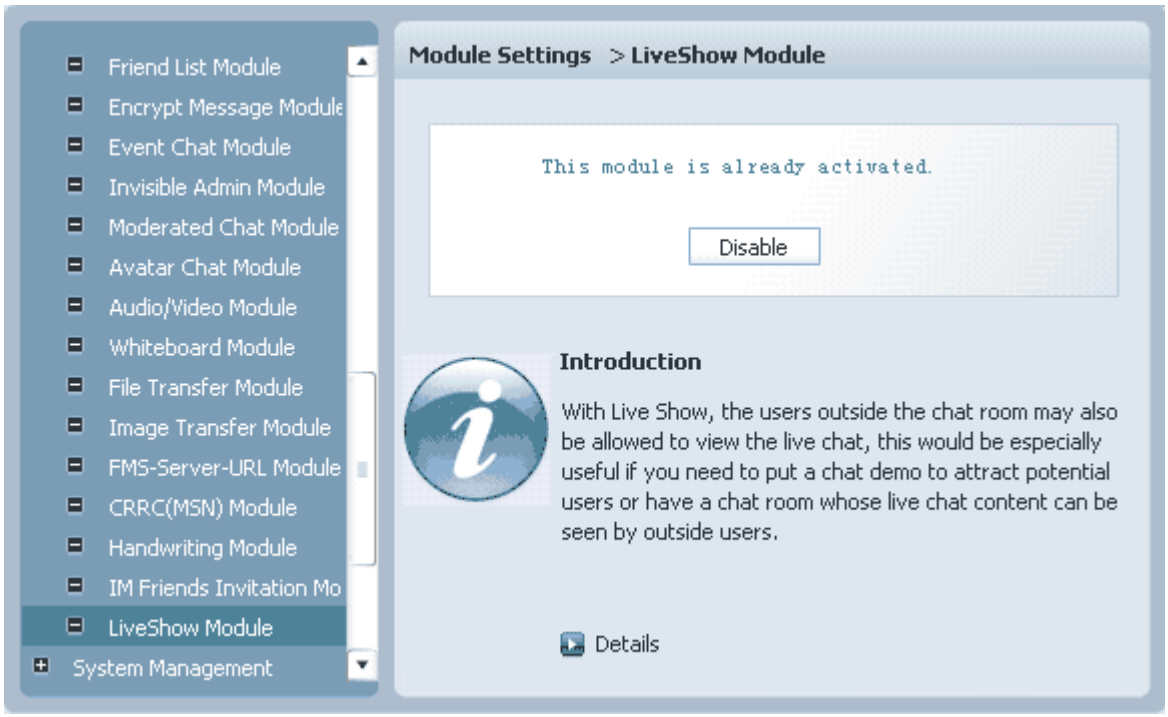
Email:



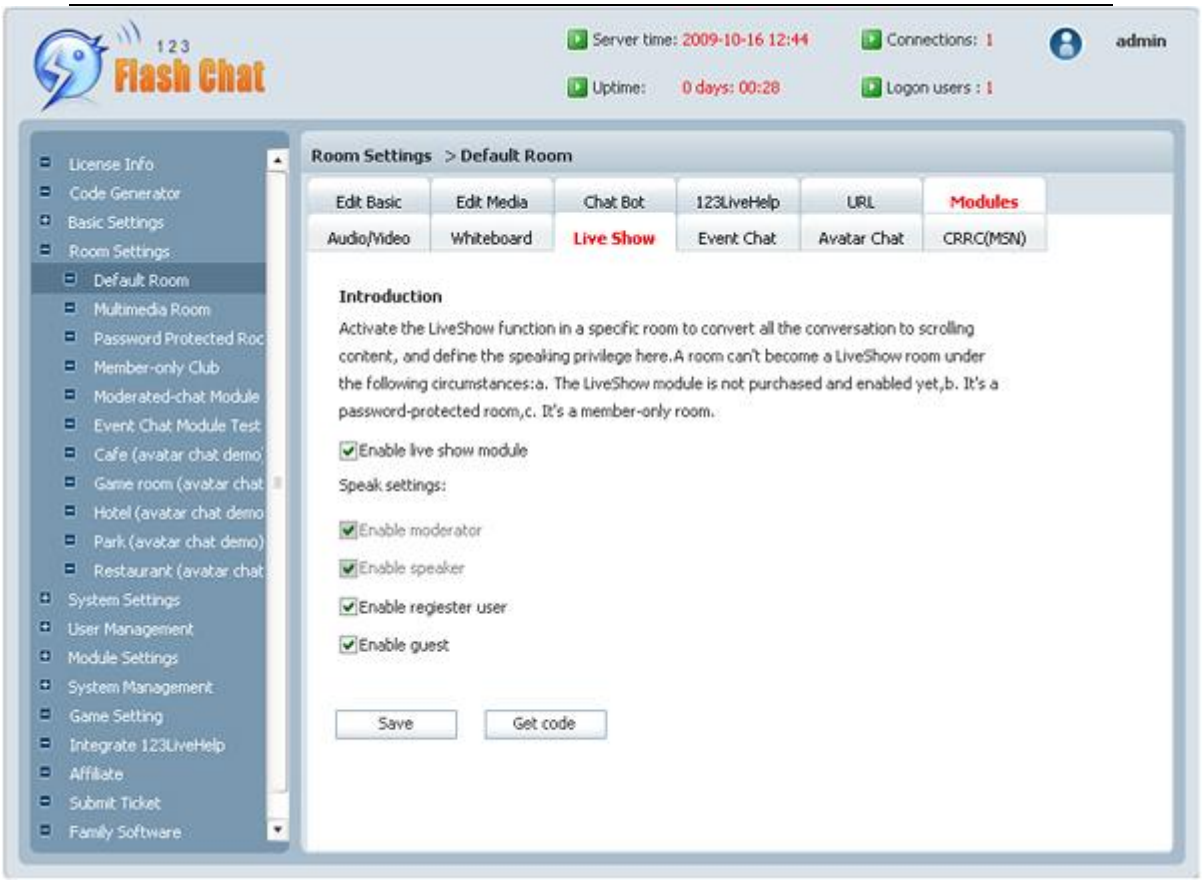
Live Show Module

You can activate/deactivate **Live Show Module** in this panel.

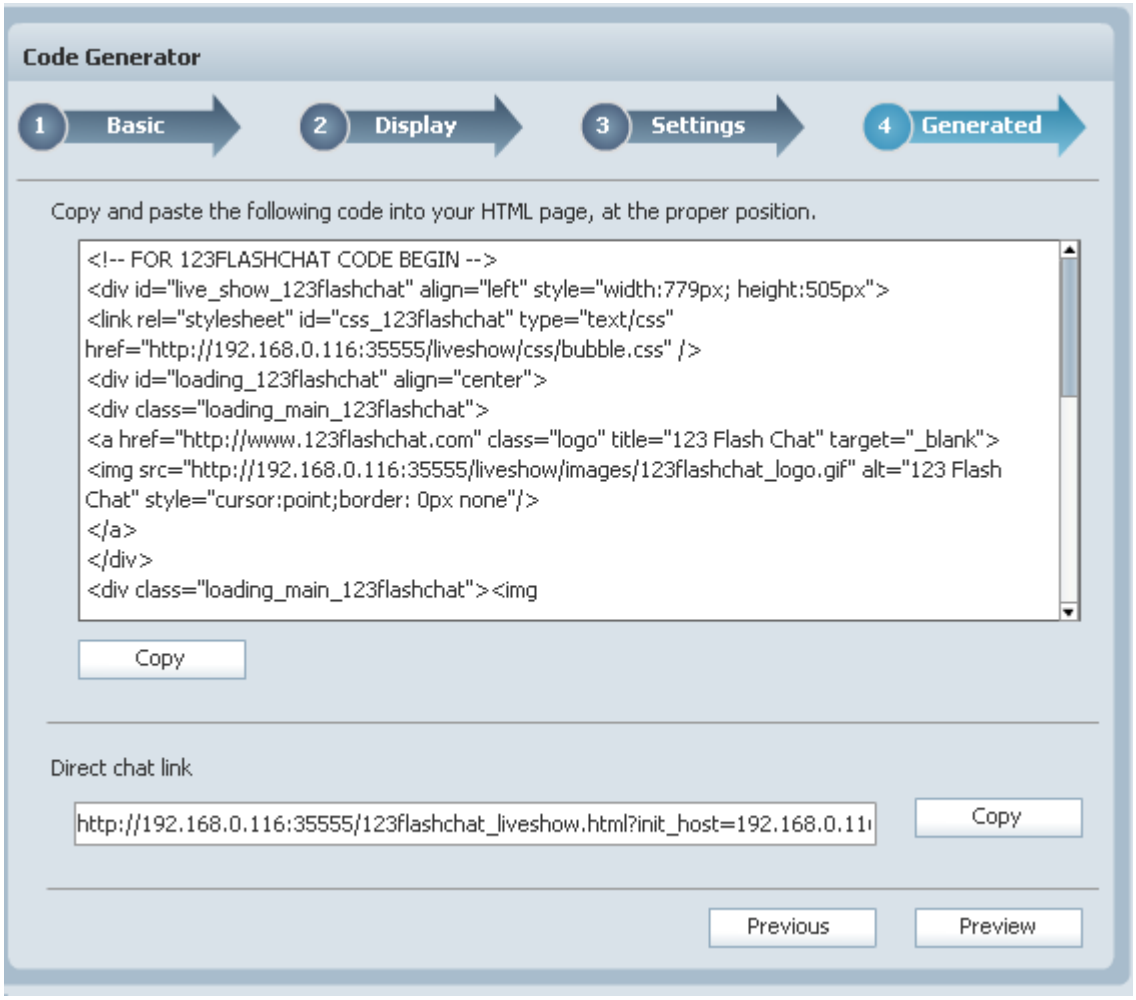
With Live Show, the users outside the chat room may also be allowed to view the on-going chat inside the room, this would be especially useful if you need to put a chat demo to attract potential users or have a chat room whose live chat content can be seen by outside users.



Click the “Room Settings” node and select whichever chat room you want to set up. You will see the “Modules” from its right side. Clicking it, the “Live show” tab will appear. Then click the “Live show” tab, you can define the words of the particular types of users (including moderators, speakers, regular members) to display or not in live show. As you see the “Enable moderator” and “Enable speaker” has been checked as default. You can check other 2 items and then don’t forget to click the “Save” button.

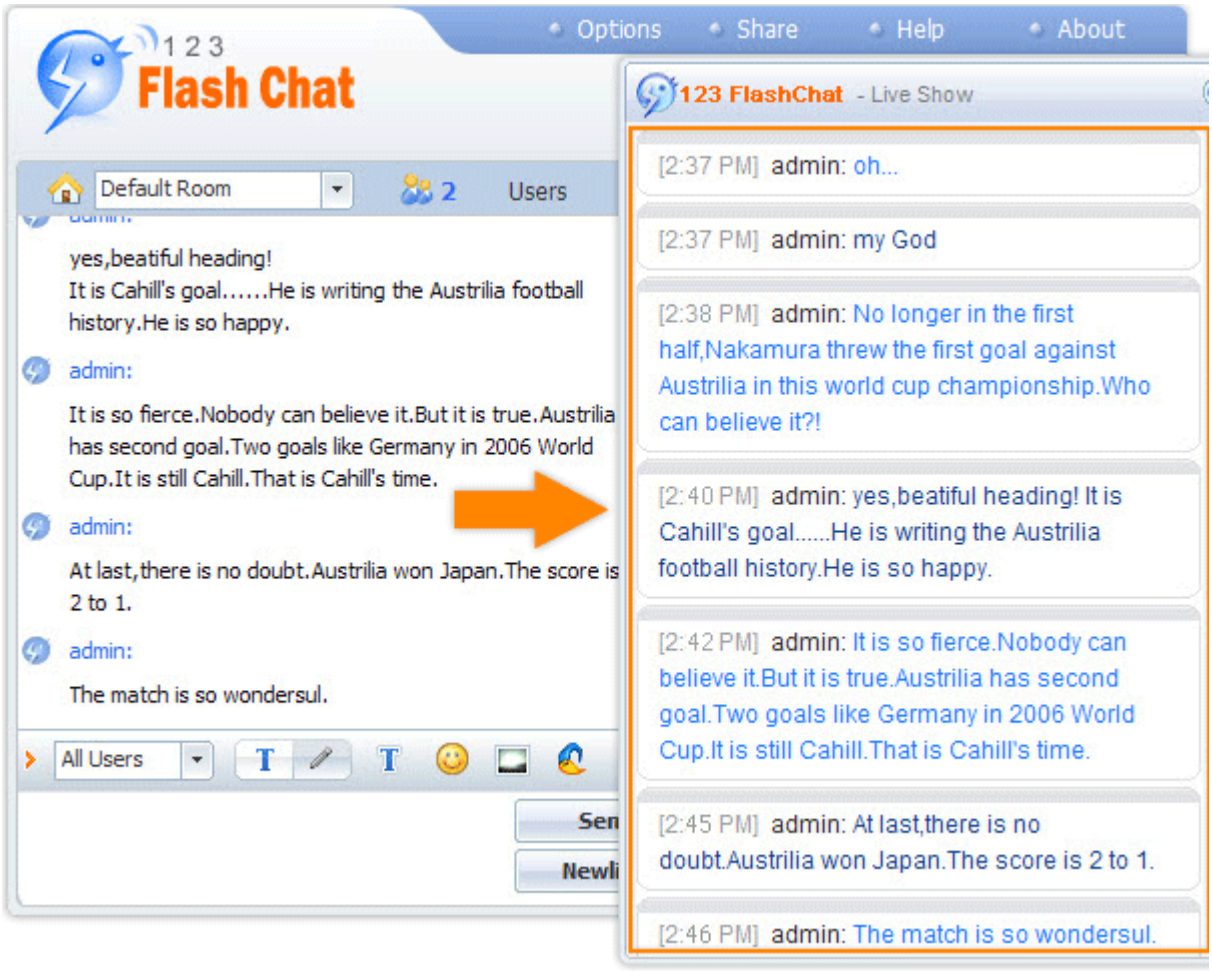


And then, let's click the "Get code" button to go to the Code Generator.



Here, you're getting the default length and theme for the live show code. If you want to set your own settings, please click the "Previous" button for several times to achieve them.

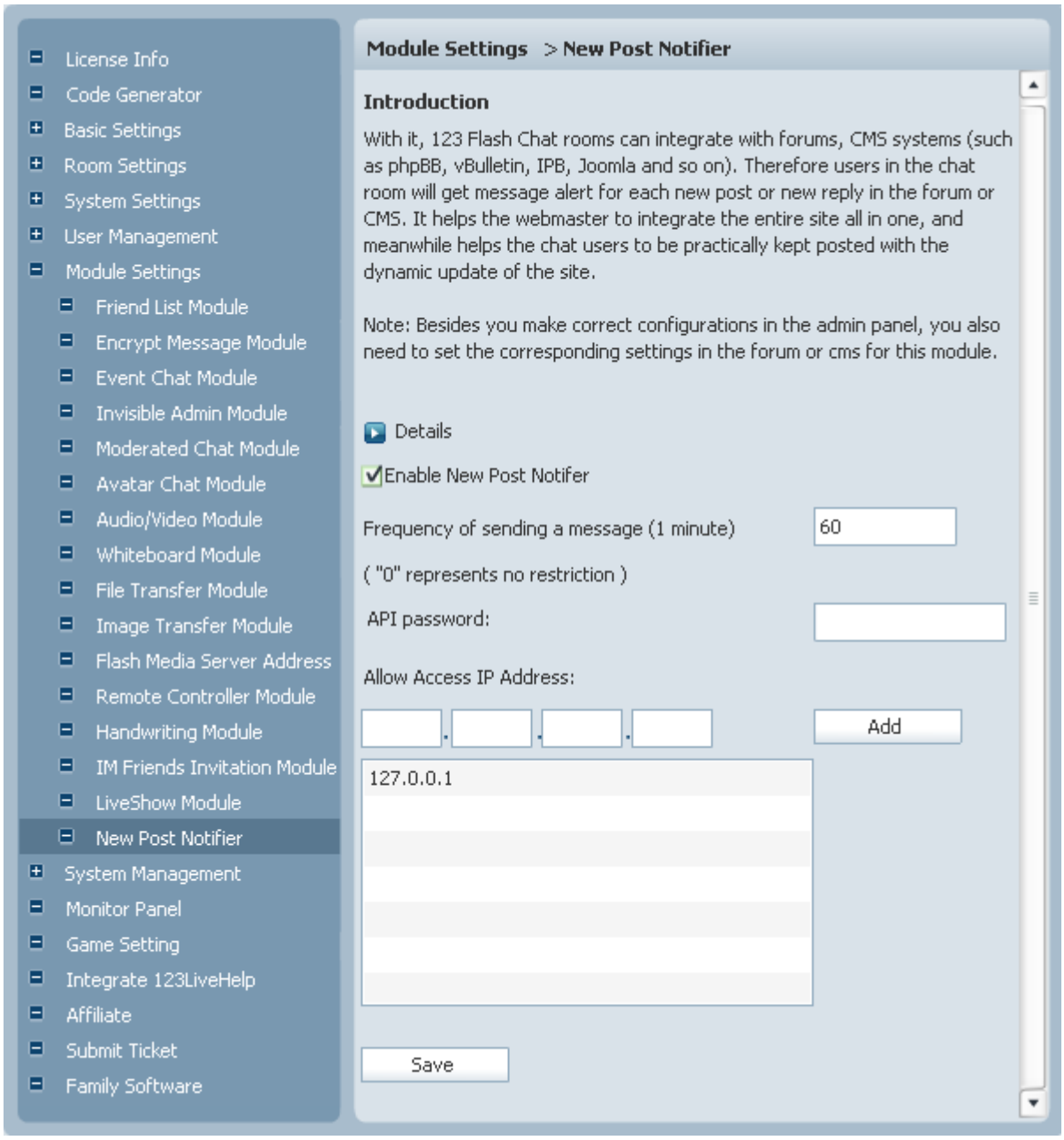
As the below illustration shows. The left side chatting contents are the same as the contents of the Live Show box. When a new chatting message is entered to the left side, the Live Show Box contents will be refreshed simultaneously.



The Live Show code is based on the HTML web-page, its color, skin and even the style can be easily customized and it can be seamlessly integrated with a website, either floating or embedded.

New Post Notifier

With it, 123 Flash Chat rooms can integrate with forums, CMS systems (such as phpBB, vBulletin, IPB, Joomla and so on). Therefore users in the chat room will get message alert for each new post or new reply in the forum or CMS. It helps the webmaster to integrate the entire site all in one, and meanwhile helps the chat users to be practically kept posted with the dynamic update of the site.



Note: Besides you make correct configurations in the admin panel, you also need to set the corresponding settings in the forum or cms for this module. Details

The following are the explanations about its settings parameters.

1. Enable New Post Notifier

Please check the "Enable New Post Notifier" checkbox to activate it.

2. Frequency of sending a message (1 minute)

Upper limit of chat room post notice per minute.

3. API password

It is used to match the password on the server where your Forum or CMS system located. If you leave it empty, no password validation is required.

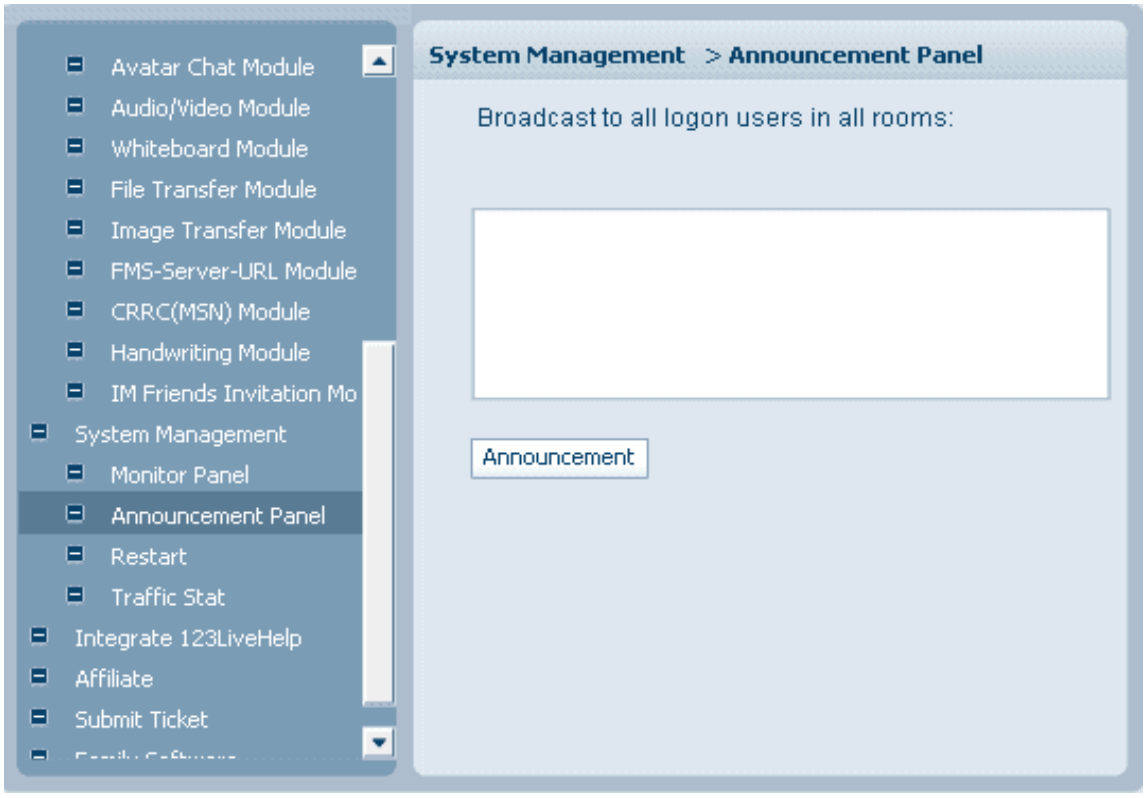
4. Allow Access IP Address

Allow Access IP Address: IP Address for the server where your Forum or CMS system is built on.

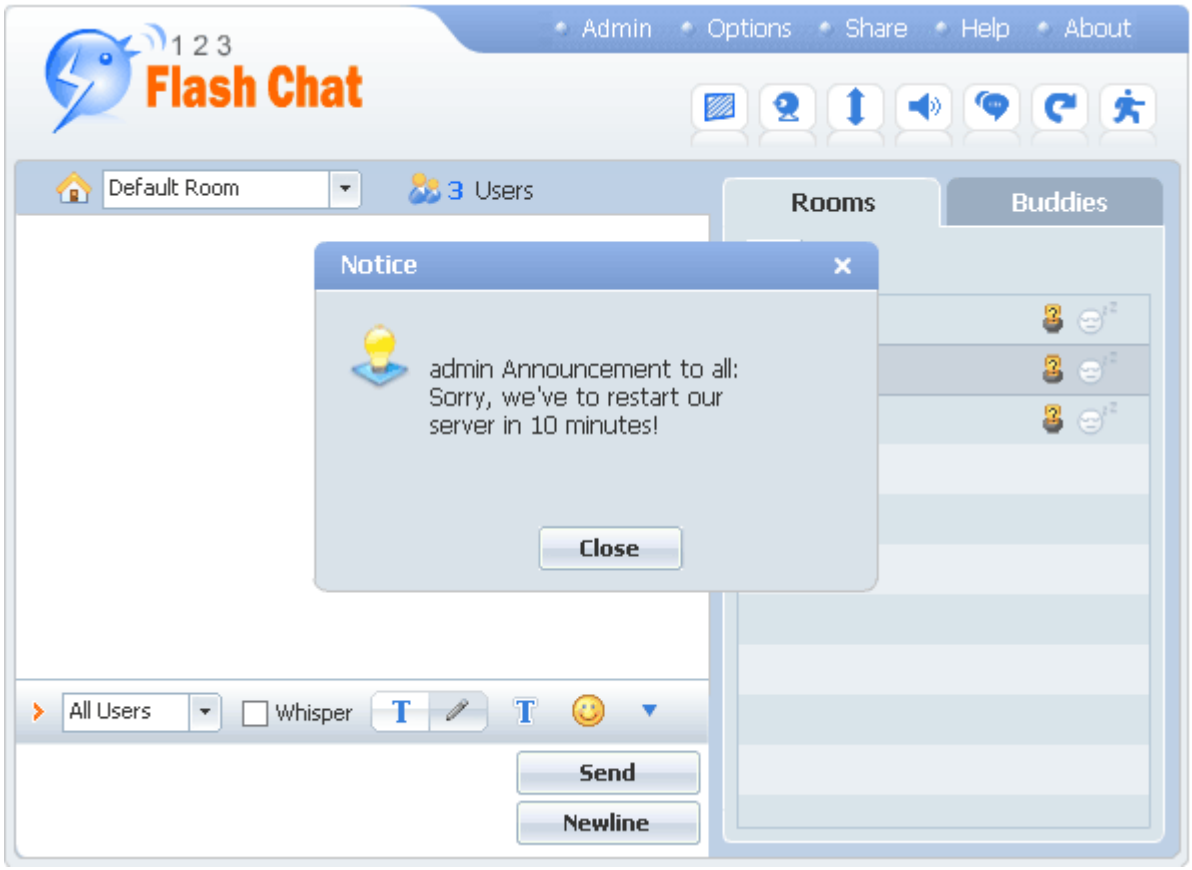
System Management

Announcement Panel

In this panel, you can broadcast message to every logon user in all rooms. The message will be displayed with popup box.



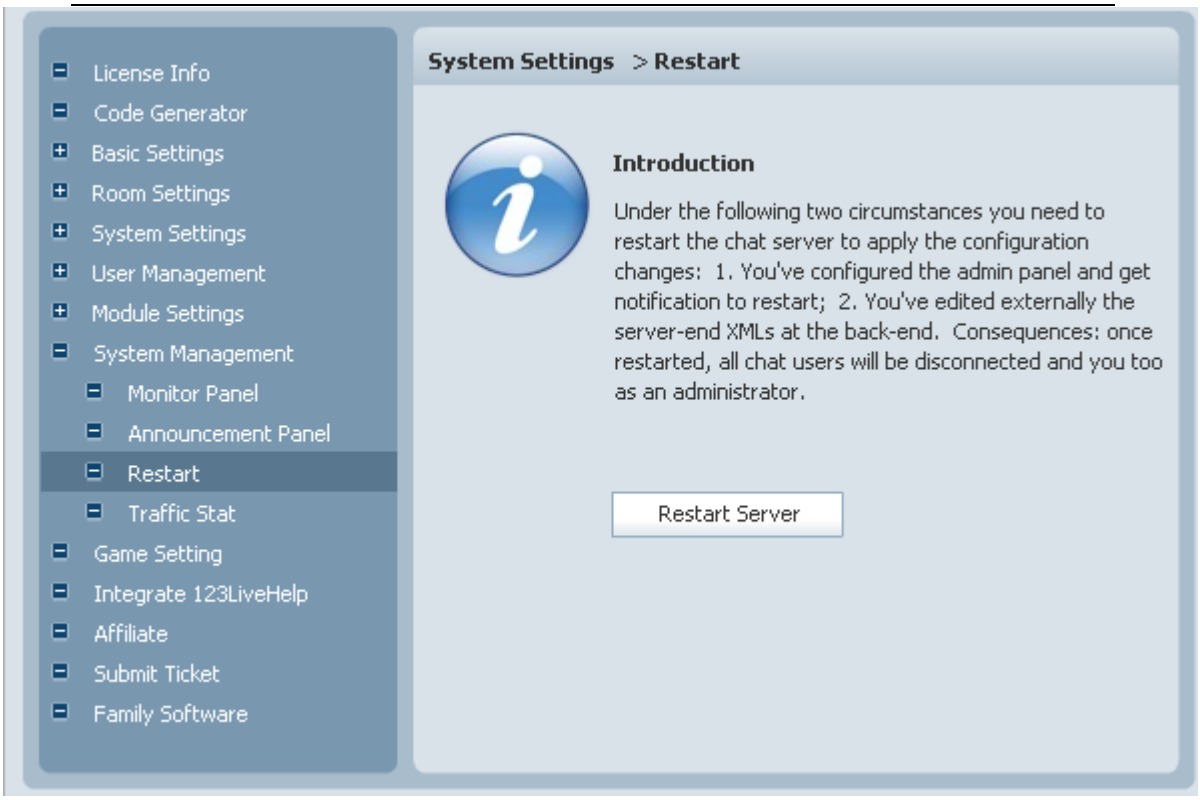
Enter the message into the blank textbox and click Announce.



Restart

Here, you can restart the chat server. You need to restart the chat server to apply the configuration changes under the following two circumstances:

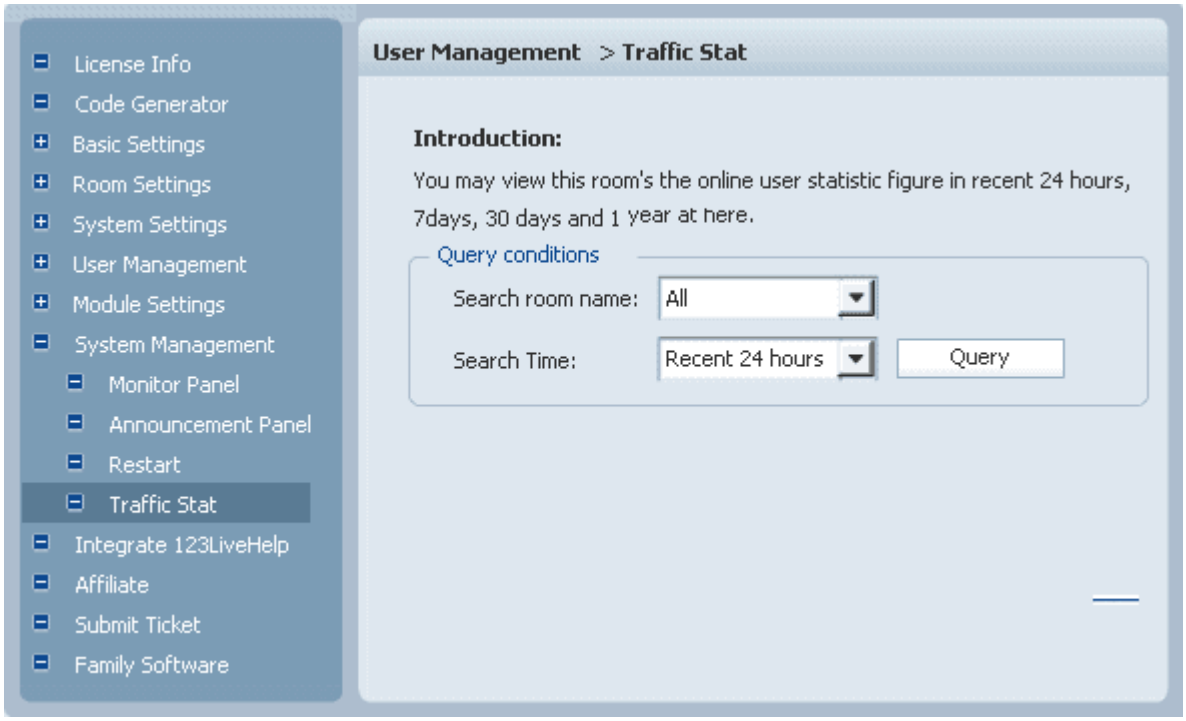
1. You've configured the admin panel and get notification to restart;
2. You've edited externally the server-end XMLs at the back-end.



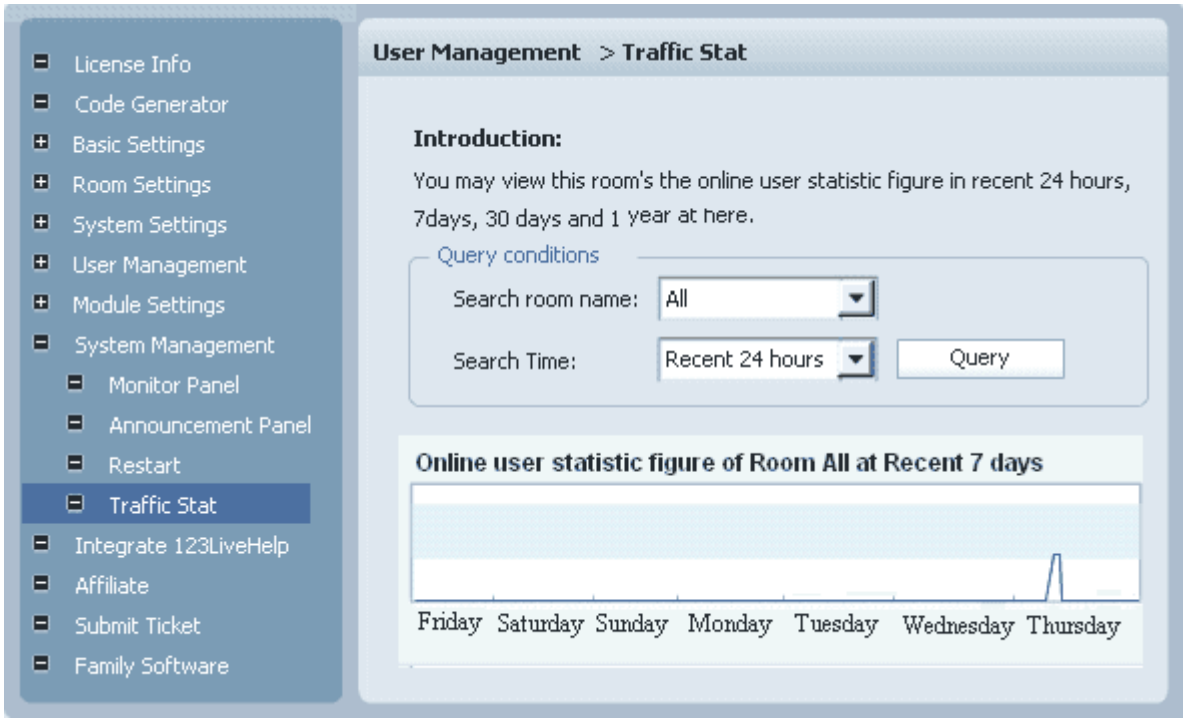
You can click the **Restart** to restart your chat server.

Traffic Stat

Traffic Stat is a newly-added feature of v7.2, which aims to assistant the administrator to learn about the traffic condition of his chat rooms in a more convenient
way.

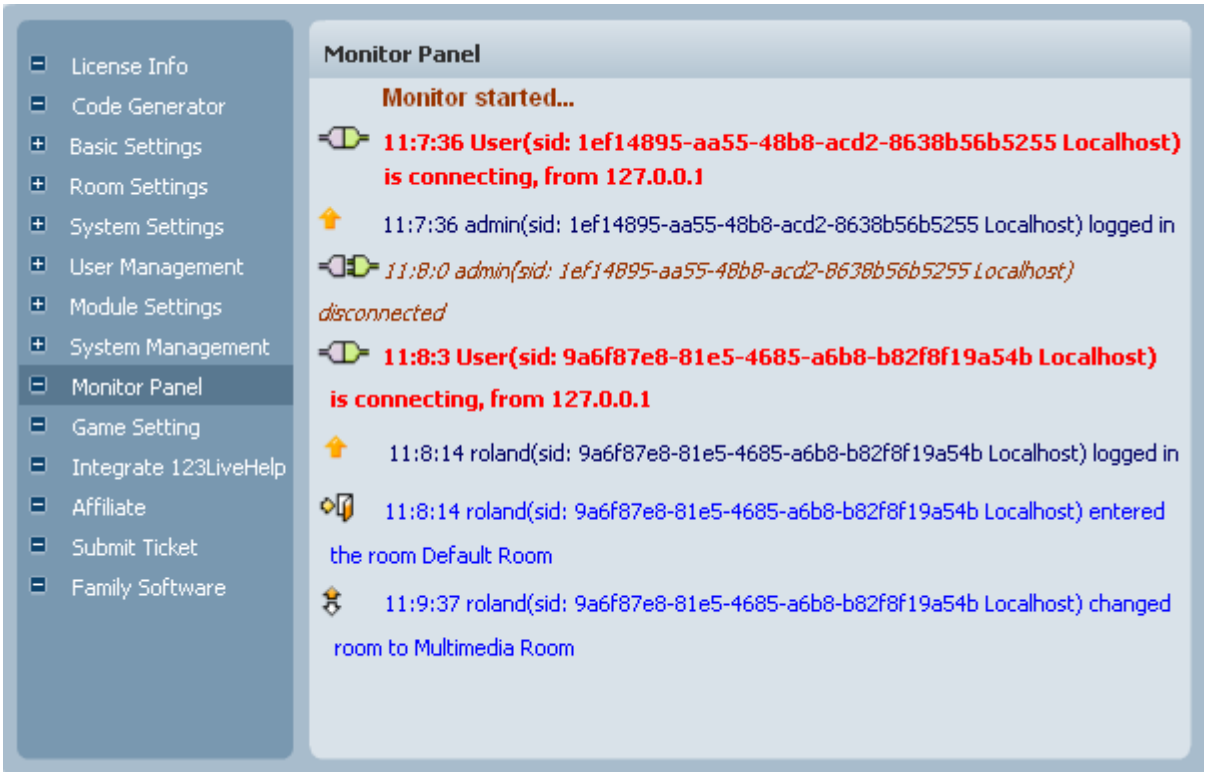


If you need to view a specific room's traffic condition, select it in **Search** room name list, if you need the overall traffic condition, select **All**; after that, you may select the specific time range in the **Search Time** list and click **Query**, then the corresponding traffic figure will appear below **Query conditions** box.



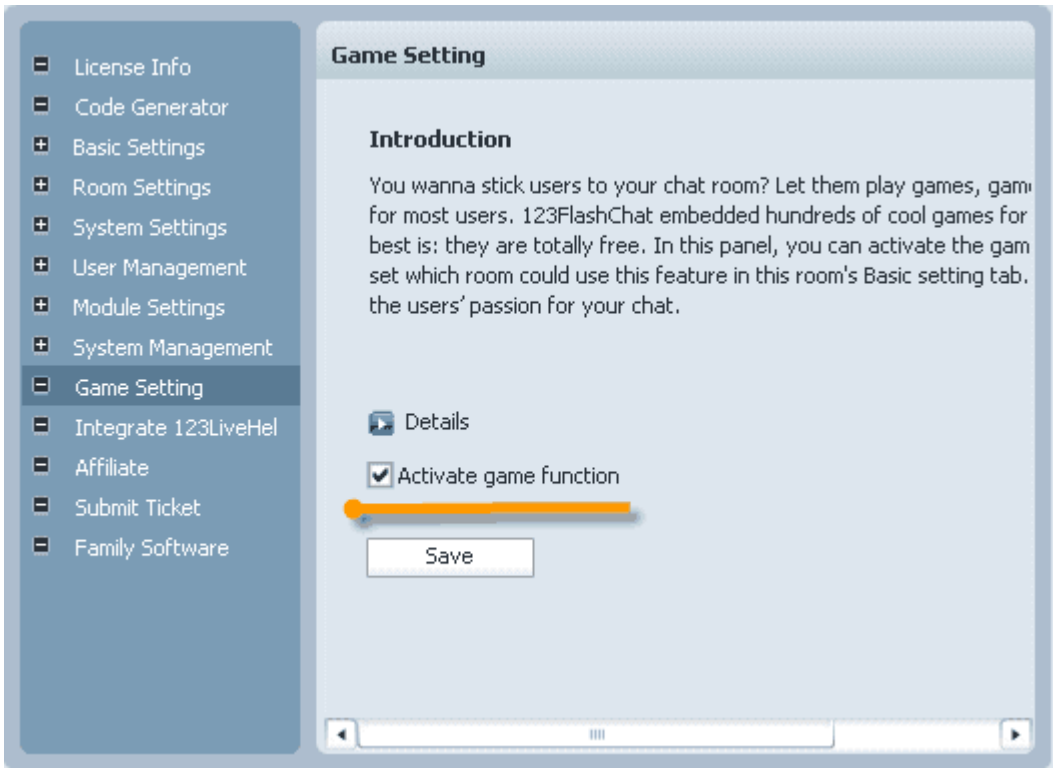
Monitor Panel

With the monitor panel, you can monitor this information as follows: connecting information, user login and log out information, entering roon information, changing room information, exit room, disconnectiong information and so on, looking at the following picture.

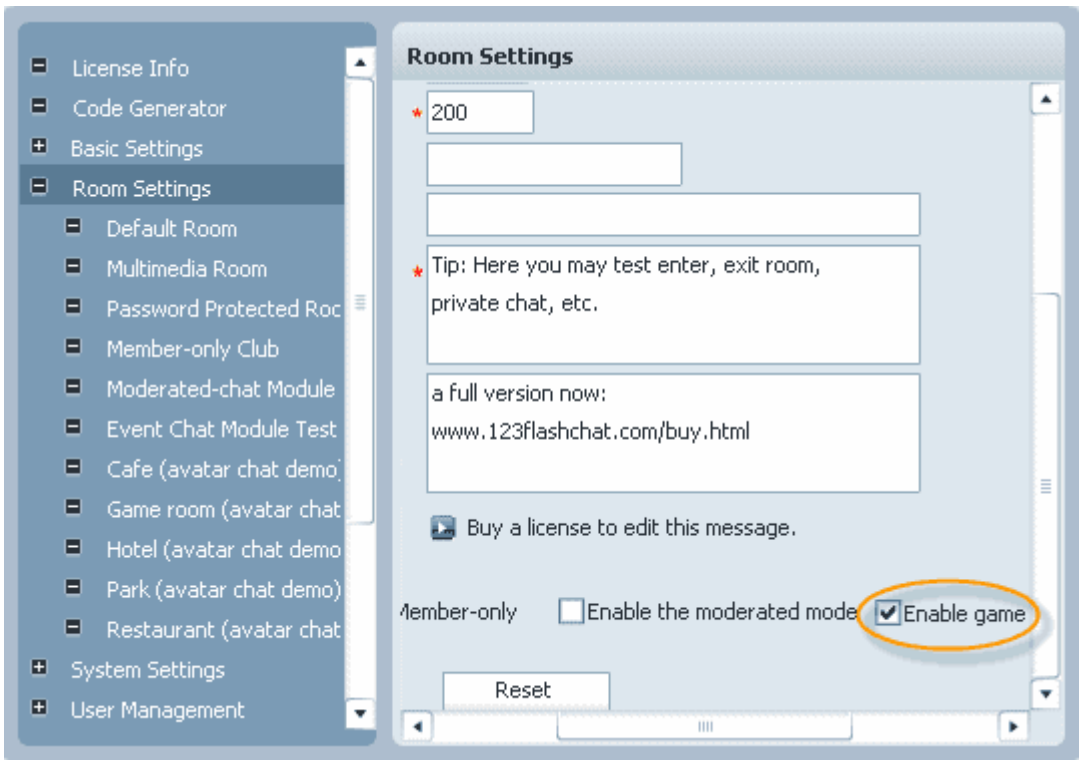


Game Settings

Game is the most exiting feature that 123FlashChat ever developed, and it is also a very helpful way to attract and stick more users for your chat. If you need to activate this feature, you can navigate to the **Game Settings** and check the **Activate game function** box.

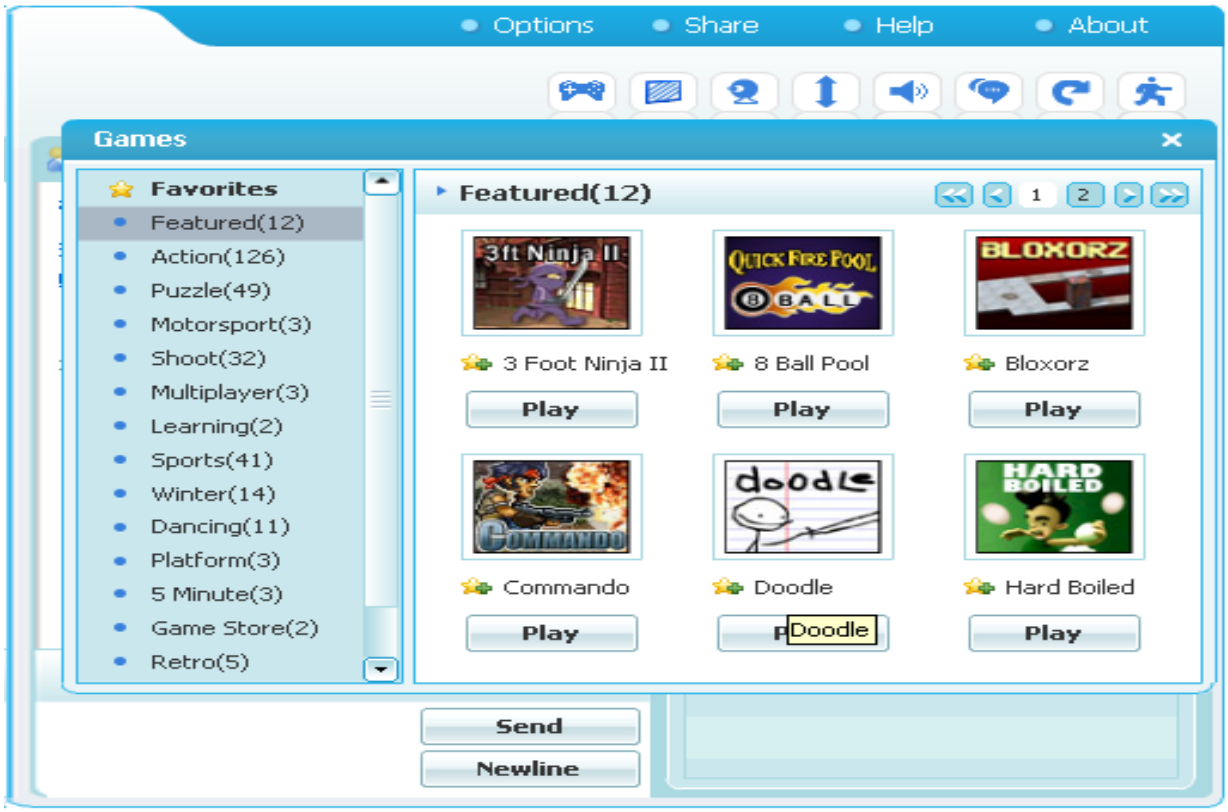


Then you navigate to **Room Settings** and select a room you would like it to have this feature and check the **Enable game** box.



After those two actions being done, when the user log in this chat room next time, a new icon will appear on the

upper right bar. Click the icon, the games box pop up. As the picture shows below:



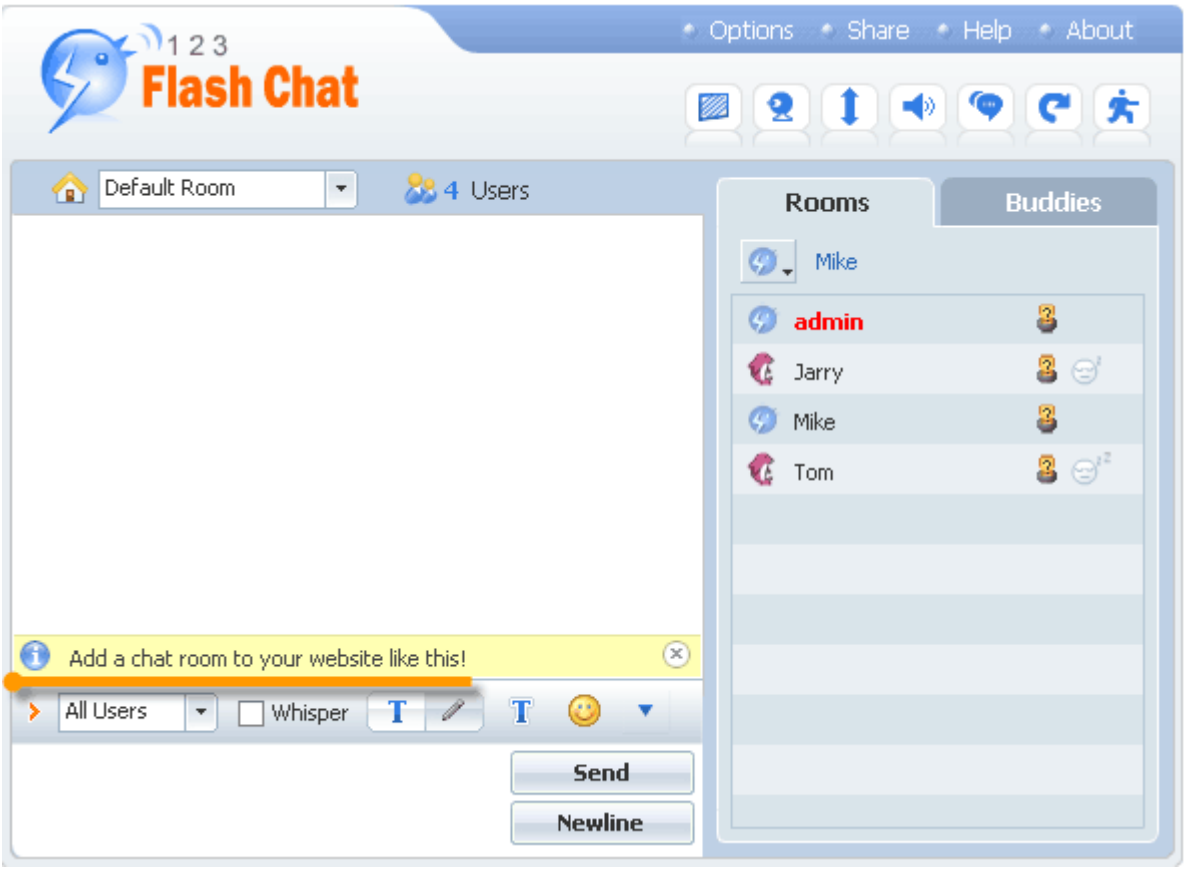
Affiliate

Affiliate is a newly-introduced feature which aims to help our clients get revenue while enjoying his 123 Flash Chat , as for the detailed information and operating steps, please click **Details**.

If you hope to turn this feature on, please check **Activate Affiliate Program**.

Fill in your **Affiliate ID** and your **AD text**. As for how to get an **Affiliate ID**, please click **Details how to get an affiliate ID?**

A room have **Affiliate** activated:

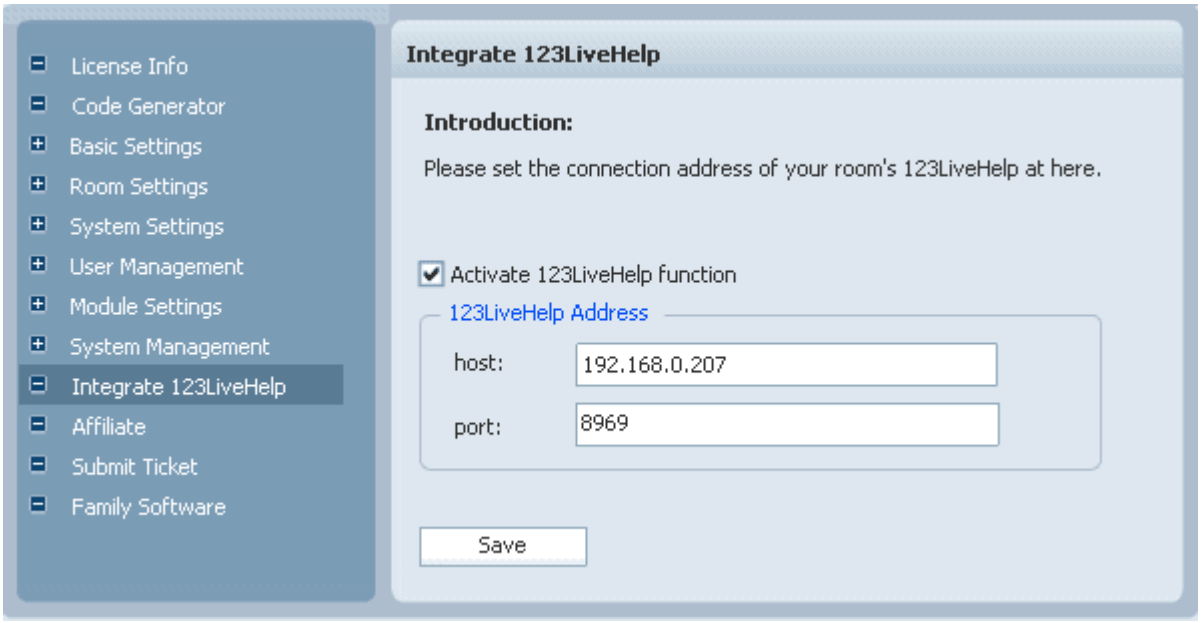


Integrate 123LiveHelp

In the v7.2, 123 Flash Chat newly introduced a new utility to integrate your 123 Live Help. The utility will provide your customers another way to find support guy and a more leisure environment to find a solution for his problem.

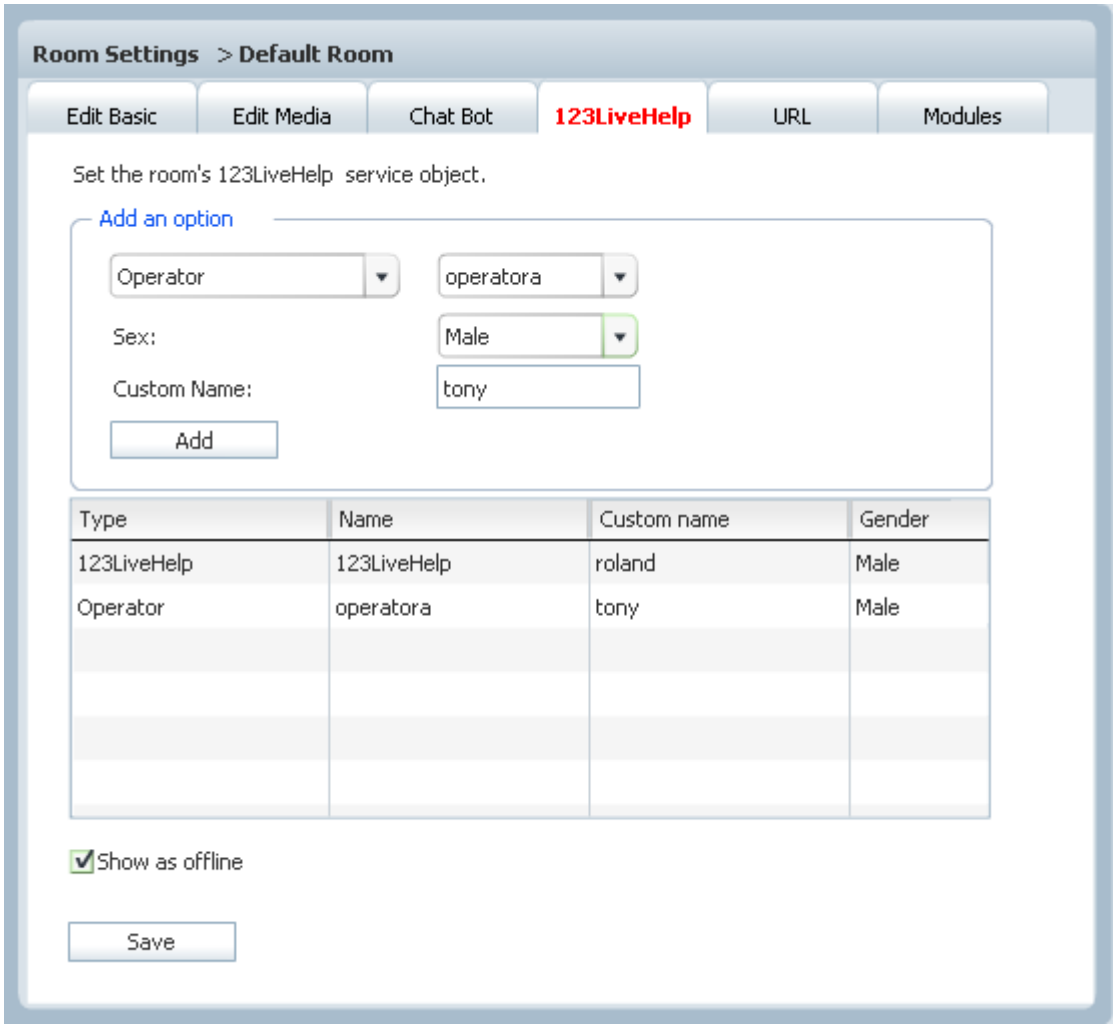
How to integrate them?
There are only 3 steps to finish the integration.

1. You log in the **Admin Panel** of your 123FlashChat and click on the **Integrate 123LiveHelp** at the left of the navigation panel:



At here, please check this box: **Activate 12LiveHelp function**, enter the IP and port number of your 123LiveHelp Server Software, click the **Save** button.

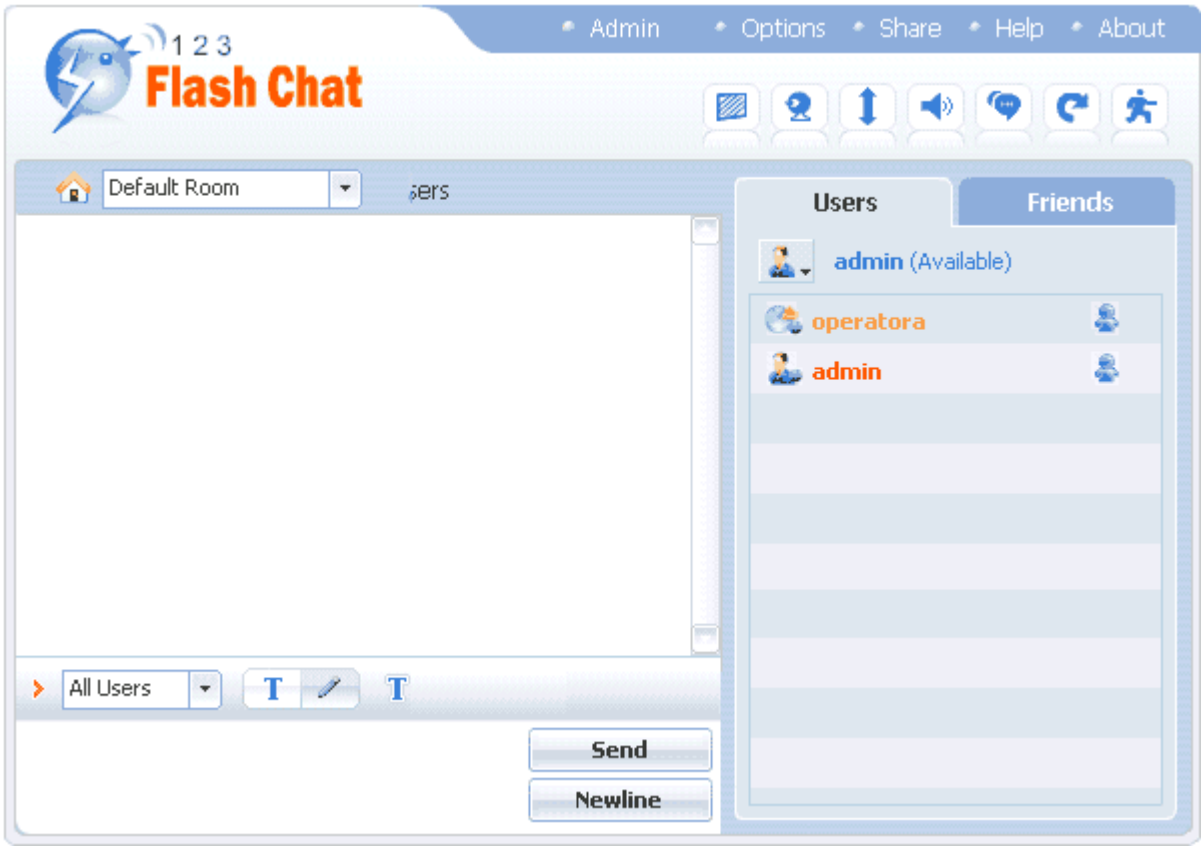
2. You click on the **Room settings** in the navigation panel and double-click the room you need to add 123LiveHelp object, let's take **Default Room** as an example. Then you will see the following panel:



This function is designed for you to connect 123 Flash Chat with 123 Live Help so that the user can ask the corresponding supporter to solve the relevant problem. To configure its settings, first, you should check the "Activate 123LiveHelp function" checkbox in the Integrate 123LiveHelp panel

Click the 123LiveHelp dropdown list and select one item among 123LiveHelp, Department or Operator. Then select his/her name and gender, his/her name will be shown in this room.
For example, we select the "Operator" and "couple" respectively, and enter Custom name "tony", then click the Add button. Those information will be displayed in the following form. Click the Save button to save your settings and check the "Show as offline" checkbox. When this guy is offline, his status will be shown in this room as offline. Without checking that checkbox, when he is offline, his status won't be shown there.

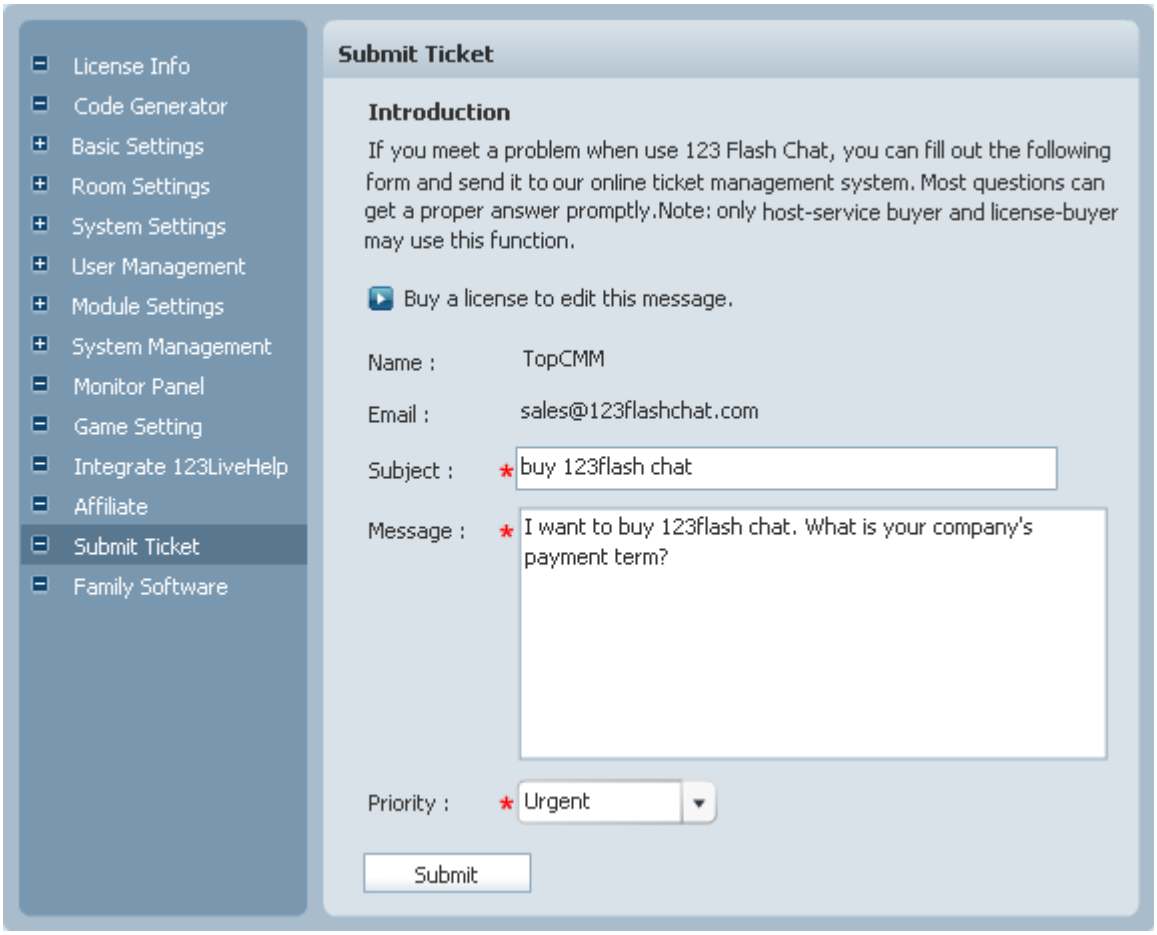
3. Log in your 123LiveHelp as operatora, and go back to the chat panel of your 123FlashChat, you' ll see a user named operatora is already in the room now.



Double-click on his nickname or avatar and initialize online help.

Submit Ticket

The function aims to help you to get a prompt answer when you meet problem while using 123 Flash Chat.



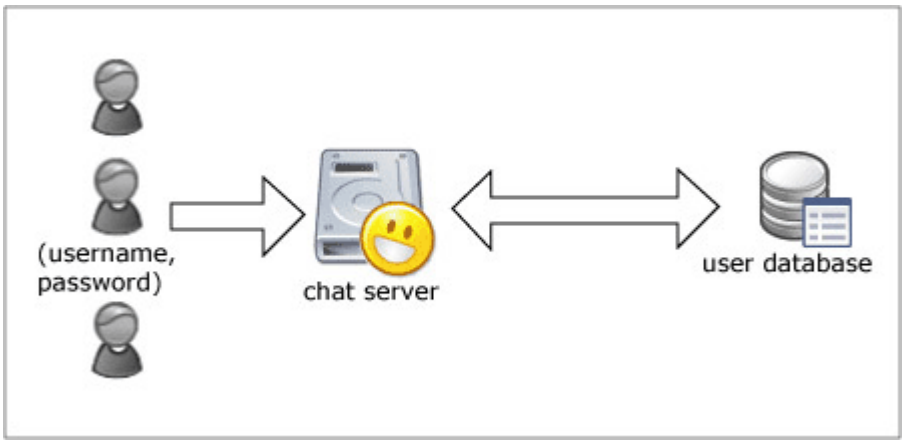
Family Software

The panel shows other family software of 123FlashChat which you may find helpful to add more value to your website.

Website Integration

It is direct integration of the chat server and the user database, through JDBC driver, which is short for Java Database Connectivity standard.

This way is for advanced user who not only understands how to connect database using JDBC driver, but also is capable of performance tuning to handle high traffic.

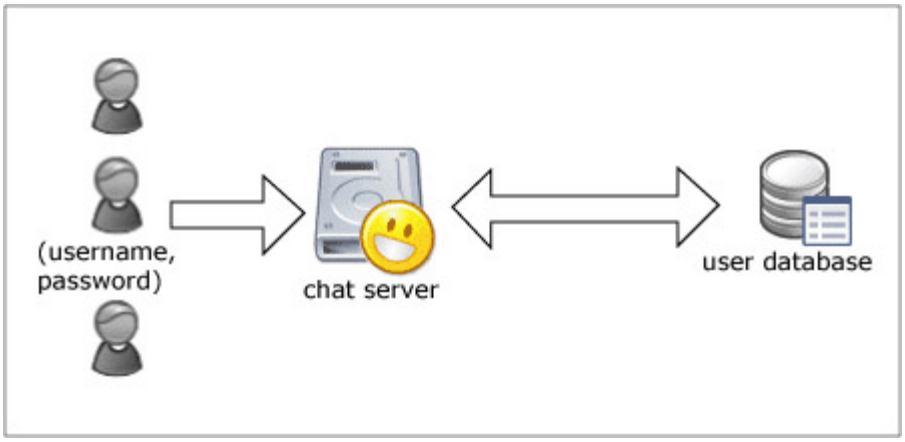


To learn more about the topic, please click here.

Database Integration

It is direct integration of the chat server and the user database, through JDBC driver, which is short for Java Database Connectivity standard.

This way is for advanced user who not only understands how to connect database using JDBC driver, but also is capable of performance tuning to handle high traffic.

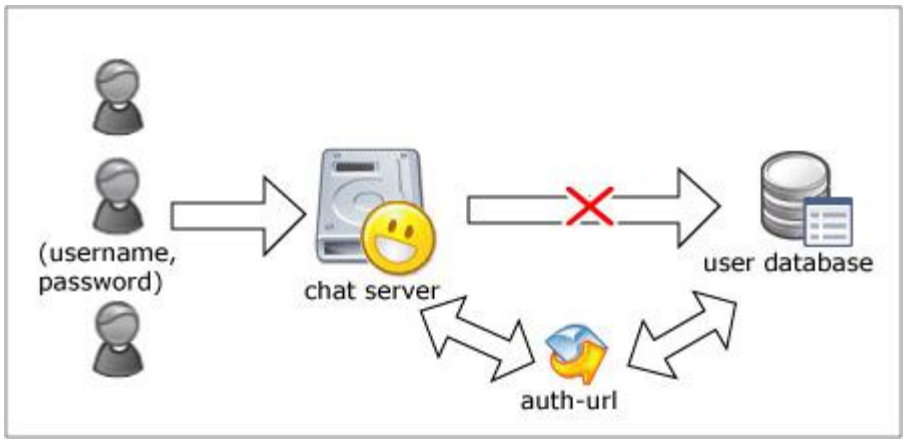


To learn more about the topic, please click here.

Auth-URL Integration

The whole scenario is that the chat server will communicate with the external database through a dynamic application, like PHP, ASP, ASP.net or JSP. The auth-url is the abbreviation of authentication URL.

You are strongly recommended to integrate with this way as it is simple and stable. It requires you to be familiar with your own database, and capable of coding dynamic webpage. The sample of the auth-url dynamic webpage is available, simply and you can send email to support@123flashchat.com to request.



Explicitly, the Auth-URL application will perform as the communicating medium of the chat server and the database, i.e.: in fact, when a user logs on a chat server, the server won't connect to the user database directly, instead, it will send the username and password to the auth-url. Then the auth-url requests the database to authenticate the user. Finally, the auth-url will return the feedback to the chat server in a predefined way, whether approved or declined.

Auth URL Output:
(What does each number means in terms of the authentication result.)
0 - login successfully;
1 - wrong password;
2 - the username can't be used;
3 - login error;
4 - username does not exist;
5 - successfully log in as an administrator;

Note: Dealing with guest login, the auth-url will get no password and fail to find any username in the database, in that case, auth-url should respond with 4 to ensure the user to enter chat room smoothly. If respond 0, 1 or 5, the chat server will decide the username is already taken and decline the user's connection effort.

To learn more about the topic, please click here.

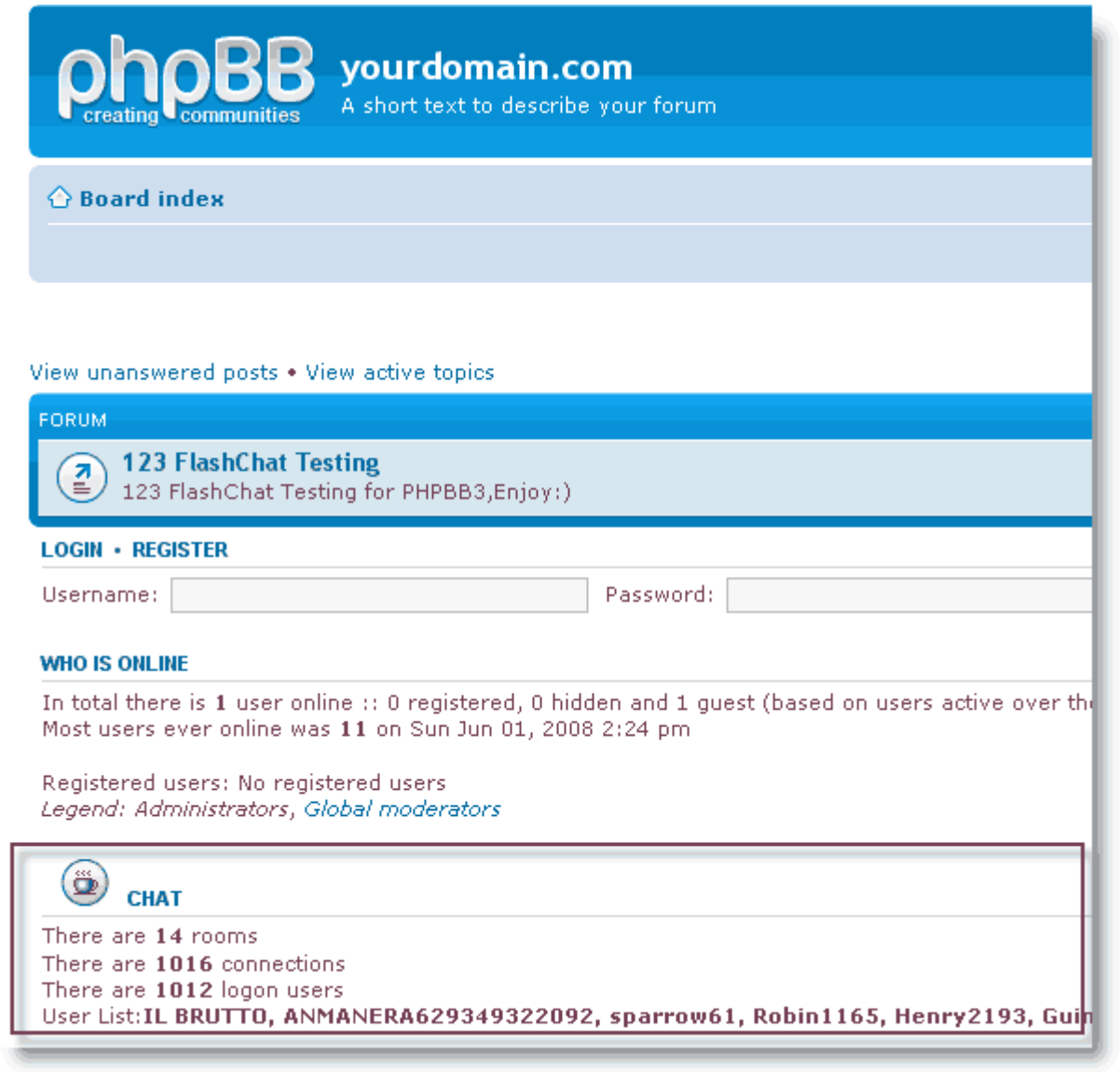
Website Theme/ Interface Integration

123 Flash Chat can integrate with every popular CMS, Dating Software or Community System seamlessly! There are easy-handled Chat

Modules/Addons/Plugins for 123 Flash Chat users to do the 3rd-party integration, such as Joomla, phpBB, vBulletin, SkaDate, Invision Power Board (IPB), Moodle, Drupal, DotNetNuke, PHP-Nuke, PostNuke, MaxWebPortal, SMF, Xoops, CPG-Nuke (CPG-Dragonfly), e107, XMB, PHP-Fusion, phpFoX, IP-cms, MyBB, etc. Let's take phpBB as an example.

Non-integrated Interface

Integrated Interface



Because of the multiple styles in different CMS or forum, the website theme/interface integration might be different. For popluar CMS or forum, please refer to http://www.123flashchat.com/chat_module_download.html. If your CMS or forum is not listed, please contact us at support@123flashchat.com.

Chat Data Integration

The data in chat server is always stored at <123 Flash Chat install directory>/server/data/<group name>/ in terms of group.
The contents are categorized as:

logs/access.log (general access log)
manager.log (admin panel log)
error.log (chat error log)

If the client chooses the user system by default, the information on all users will be stored at members/.
If the file is based on binary system, one file stands for one user and the file's name is the user's name.

All the information in the room is stored at rooms/ with room id as the file's name.

All the settings information, such as friend list, font size and so on, are stored at userinfo/.

All the information on chat is stored at online.txt/, such as connections|logon_users|room_numbers.
For example, 1|1|10 stands for one connection, one logon user and ten rooms in the chat.

For room_*.txt, * stands for room id, with online user list in room id stored in the form of jack and tom.

What we should integrate is basically the content in online.txt and room_*.txt.
Integrated package for help: http://www.topcmm.com/chatdata.zip

Operating method:
Configuration for chatconfig.php:
$chat_data_path = "C:/Program Files/123FlashChatServer 7.5/server/data/default/";
The directory is generally at <123flashchat installed directory>/server/data/default/
functions.php contains the method to read the data directory.
connections.php Display the current number of connections

logon_users.php Display the current number of logon users
room_numbers.php Display the number of rooms
user_list.php User list
If you need to display the above information on the webpage, you just need to embed the code:

<script language="javascript" src="path/connections.php"></script>

in the pagea of your website, then the corresponding data will be displayed.

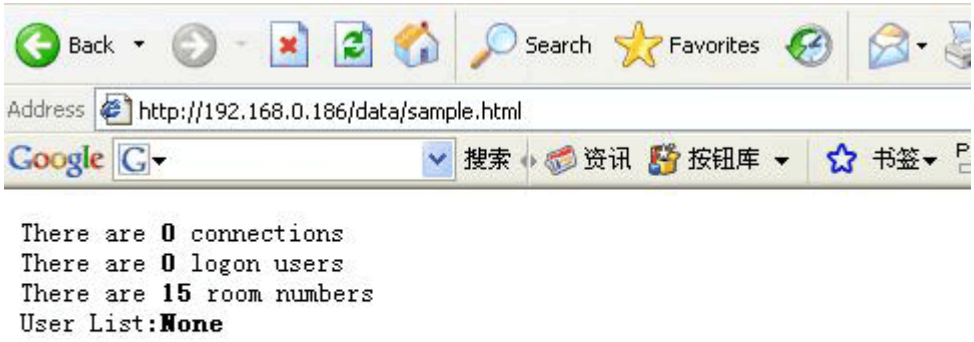
The sample.html, code in chatdata.zip are:
There are
<script language="javascript" src="connections.php"></script>
connections

There are
<script language="javascript" src="logon_users.php"></script>
logon users
>

There are
<script language="javascript" src="room_numbers.php"></script>
room numbers
>

User LIst:
<script language="javascript" src="user_list.php"></script>

You will see the following picture :



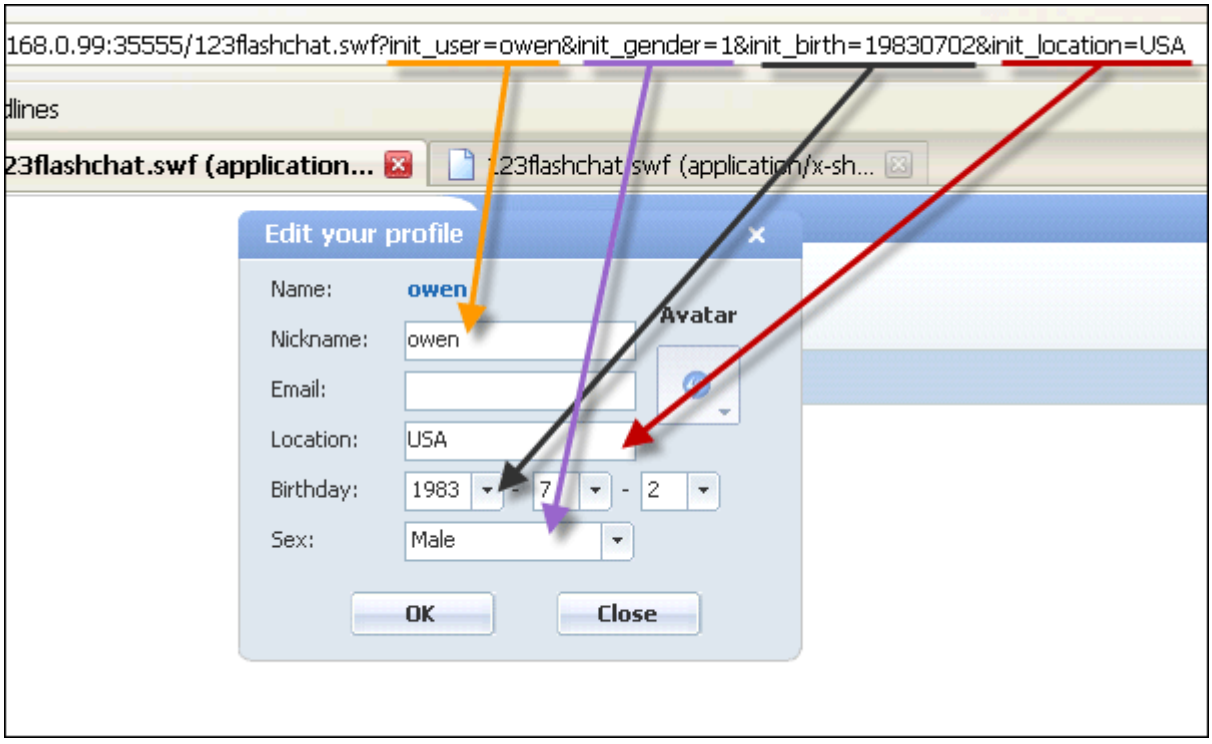
User Profile Integration

You may show your user's profile that stored in your database in 123 Flash Chat's Chat User Profile Panel. The work can be accomplished by the following way:

Method 1: Adding parameters after 123flashchat.swf.

You only need to add the following parameters: init_birth, init_gender, init_location after 123flashchat.swf.

For example:
http://yourdomin/123flashchat.swf?init_user=owen&init_gender=1&init_birth=19830702&init_location=USA



Method 2: Using Auth-URL .
In order to use this function, you must use the web URL to authenticate your users' login information, you can add a user's profile information next to the "login result" 0(login success) or 5 (login success as admin), and split the login result and user's profile parameter by "|".

You may define your own parameters to suit your needs, as the creator of this system, we predefined 3 default parameters: a,s,l to indicate a user's age, sex and location information after separator"|".

For example:
login_chat.php

```
<?
$username=$_GET['username'];
$password=$_GET['password'];
if($username=="owen"&&$password=="owen")
{
echo "5|a=25&s=1&l=USA ";
}
else
{
echo "0|0|a=25&s=1&l=USA";
}
?>
```

Parameter introduction:

Init_birth or a:

If the value ranges from 0 to 99, then it represents age, if it is greater than 99, it represents birth year (1900~).
eg: init_birth=10 (it indicates that the user's age is 10, and the client end will automatically transfer 10 into the user's birth year.
init_birth=19900202(represents the user's birth year)

init_gender or s:
0 -- Unknown
1 -- Male
2 -- Female

init_location or l:Location

If you need to use the both methods mentioned above, the value that brought in method 2 by client end should be superiorly processed.
The two group parameters share the same function, but have their own suitable environment, first group (init_birth, init_gender,init_location) should be used after swf, and the second group (a,s,l) in Auth-URLs page.

DIY Skin and Smiley

Brief introduction
All sets of skins are stored under the directory:
<123flashchat installed directory>/client/skin/.

By default, we offer eleven skins. You can modify these skins or add your own based on the pre-existing skins.
Skin components are controlled by skin.xml.
Color style can be adjusted by color.xml.
skin.xml and color.xml are located at <123flashchat installed directory>/server/etc/groups/default/skin/skinfolder/
Only SWF or JPG image file can be used to construct a skin.
If you like the opaque background, you can save it as a jpg file (non progressive mode). If you would prefer a transparent background, please save it as a png or gif file and import it to flash to convert it to a swf file without background.
Client FLA files are not necessary to design a skin.

Below are some tutorials which might be helpful for designers:
a) How to customize skin? http://www.123flashchat.com/howtoskin.html
b) How to change skin color? http://www.123flashchat.com/colormap.html
c) How to customize the background?
http://www.123flashchat.com/howto_change_bkground.html

Change background
Every skin offers background pictures in the chat area.
You can also create your own jpg or swf backgrounds and put them into the skin folder. New backgrounds should be in the dimensions within the basic background. The graphics for the new background will be added above the basic background. (We suggest you double-click the background alternative in the download pack to get a better picture of how it should look like.)

To offer more backgrounds for users to select, please edit skin.xml, Find the following section:
<SKIN_BKGROUND>
<BKGROUND name="Standard" value="bkground.swf" />
</SKIN_BKGROUND>
Then add a new line in this format. Name is for users to pick from. Value is the filename of the background that you have created.

To learn more, please here.

For Developers

Client Parameters List (123flashchat.swf)
Chat Client Parameters Sample

Chat Client Parameters List (123flashchat.swf)

Parameter	Default value	type	Description
init_group	default	String	the group's value
init_host	*	String	the primary server's host value
init_port	51127	Number	the primary server's port value
init_host_s	*	String	the secondary server's host value
init_port_s	51128	Number	the secondary server's port_value
init_host_h	*	String	the HTTP server's host value
init_port_h	35555	Number	the HTTP server's port value
init_user		String	User's name
init_password		String	User's password
init_nickname		String	This parameter gives logged on users a display nickname automatically. It will only be valid if you set it in the server.xml configuration as follows: <change-nick enable="On" enableCustomProfile="On"></change-nick>
init_root		String	It can be used in conjunction with init_user and init_password, so that a user can have their own nickname once they are automatically logged in. The init_root is the string of an URL or a directory. It is only useful when the chat html file and the 123flashchat.swf are located in different directories. With init_root, the swf can automatically load the skin folder under the specified root directory: Note: please add a slash at the end of this value, It should look like the following: http://www.yourhostname.com/yourdir/ It should NOT look like the example below:

init_room	Number/ String	http://www.yourhostname.com/yourdir init_room=room id or init_room=room name To be effective, this parameter must be used in conjunction with the other two parameters: init_user and init_password.
init_room_pwd	String	If the room is password protected, you need to set init_room_pwd (init_room_pwd=) Of course init_room_pwd is not obligatory.
init_lang	String	This parameter helps the chat client to load a defined language file. init_lang in html code will disable the language value in the client.xml because init_lang has a higher priority. In this way, your dynamic web application can choose to show the local language for specific users in any country.
init_skin	String	This parameter helps the flash client to load a specified skin. init_skin in html code will disable the skin value in the client.xml because init_skin has a higher priority. In this way, your dynamic web application can 'listen' to each user's favorite skin. 123flashchat.swf will then automatically load the skin under directory "skin/".
admin_mode	Boolean (0/1)	With this parameter, functions which are disabled in client.xml for ordinary users will be activated for the administrator. This will usually only need to be used in special circumstances. By default it is 'false'. For example: in client.xml, if you configure it to:

		<visiblePasswordInput value="false"/> then you block yourself from entering a password to enter the admin panel. If this is the case, with admin_mode = 1, you can resolve this problem. You can create a special html file or dynamic webpage with this parameter to give the admin a control panel.
init_ad	Boolean (0/1)	This will enable or disable the 'advertisment banner' function. init_ad=1/0 This parameter has a higher priority over the value of advertisingBanner in client.xml.
loading_bkground	Boolean (0/1)	This defines whether the loading background appears or does not appear. The default value is set to 1 Usually you will not need to use this interface. If you need a loading number without a background image, you can set the loading background value to 0.
init_private	String	The receiver name in the destination room.
init_private_message	String	Words you would like to start with.
init_listroom	String	This API can be added using html code by admin to ensure that only specific rooms can be visible in the room list. Devide rooms using ",". For example: init_listroom="1,3,5"
init_invisible	Boolean(1/0)	This API can be added using html code by admin to set default value of admin's visible. If this value is "1", admin will be set invisible as default when login.

Chat Client Parameters Sample

```
<script src="123flashchat.js"></script>

<script language="javascript">
init_user="myusername";
```

```
init_password="mypassword";

init_room=1;

init_host ="www.123flashchat.com";

init_port="80";

init_group="default";

openSWF(123flashchat.swf','634','476');
</script>
<noscript>
<DIV id="flashchat">
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swf
lash.cab#version=6,0,19,0" WIDTH="800" HEIGHT="600"
id="topcmm_123flashchat">
<PARAM NAME=movie
VALUE="123flashchat.swf?init_user=myusername&init_password=mypassword
&init_room=1
&init_host=www.123flashchat.com&init_port=80&init_group=default">
<PARAM NAME=quality VALUE="high">
<PARAM NAME="menu" value="false">
<EMBED
src="123flashchat.swf?init_user=myusername&init_password=mypassword&i
nit_room=1
&init_host=www.123flashchat.com&init_port=80&init_group=default"
quality=high menu=false WIDTH="800" HEIGHT="600"
TYPE="application/x-shockwave-flash"
PLUGINSPAGE="http://www.macromedia.com/go/getflashplayer"
scale="noscale" name="topcmm_123flashchat"
swLiveConnect="true"></EMBED>
</OBJECT>
</DIV>
```

Chat Client Parameters

Introduction

Chat Client Parameters Sample

Client Parameters List (123flashchat.swf)

Introduction

123 Flash Chat Client offers a group of parameter interface so that it can make the system support passing parameters from outer sources to initialize some settings. 123 Flash Chat Client supports two ways of passing these parameters.

1. Passing parameters with http get, all parameters should follow up 123flashchat.swf.

2. If you use openSWF(123flashchat.swf, '634', '476') to embed 123 Flash Chat Client to your web page, these parameters should be defined with javascript declaring variables before invoking the openSWF().

Chat Client Parameters Sample

```
<script src="123flashchat.js"></script>
<script language="javascript">
init_user="myusername";

init_password="mypassword";

init_room=1;

init_host ="www.123flashchat.com";

init_port="80";

init_group="default";

openSWF(123flashchat.swf','634','476');
</script>
<noscript>
<DIV id="flashchat">
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swf
lash.cab#version=6,0,19,0" WIDTH="800" HEIGHT="600"
id="topcmm_123flashchat">
<PARAM NAME=movie
VALUE="123flashchat.swf?init_user=myusername&init_password=mypassword
&init_room=1
```

```
&init_host=www.123flashchat.com&init_port=80&init_group=default">
<PARAM NAME=quality VALUE="high">
<PARAM NAME="menu" value="false">
<EMBED
src="123flashchat.swf?init_user=myusername&init_password=mypassword&i
nit_room=1
&init_host=www.123flashchat.com&init_port=80&init_group=default"
quality=high menu=false WIDTH="800" HEIGHT="600"
TYPE="application/x-shockwave-flash"
PLUGINSPAGE="http://www.macromedia.com/go/getflashplayer"
scale="noscale" name="topcmm_123flashchat"
swLiveConnect="true"></EMBED>
</OBJECT>
</DIV>
```

Chat Client Parameters List (123flashchat.swf)

Parameter	Default value	type	Description
init_group	default	String	the group's value
init_host	*	String	the primary server's host value
init_port	51127	Number	the primary server's port value
init_host_s	*	String	the secondary server's host value
init_port_s	51128	Number	the secondary server's port_value
init_host_h	*	String	the HTTP server's host value
init_port_h	35555	Number	the HTTP server's port value
init_user		String	User's name
init_password		String	User's password
init_nickname		String	This parameter gives logged on users a display nickname automatically. It will only be valid if you

			set it in the server.xml configuration as follows: <change-nick enable="On" enableCustomProfile="On"> </change-nick> It can be used in conjunction with init_user and init_password, so that a user can have their own nickname once they are automatically logged in.
init_root		String	The init_root is the string of an URL or a directory. It is only useful when the chat html file and the 123flashchat.swf are located in different directories. With init_root, the swf can automatically load the skin folder under the specified root directory: Note: please add a slash at the end of this value, It should look like the following: http://www.yourhostname.com/yourdir/ It should NOT look like the example below: http://www.yourhostname.com/yourdir
init_room		Number/ String	init_room=room id or init_room=room name To be effective, this parameter must be used in conjunction with the other two parameters: init_user and init_password.
init_room_pwd		String	If the room is password protected, you need to set init_room_pwd

			(init_room_pwd=) Of course init_room_pwd is not obligatory.
init_lang		String	This parameter helps the chat client to load a defined language file. init_lang in html code will disable the language value in the client.xml because init_lang has a higher priority. In this way, your dynamic web application can choose to show the local language for specific users in any country.
init_skin		String	This parameter helps the flash client to load a specified skin. init_skin in html code will disable the skin value in the client.xml because init_skin has a higher priority. In this way, your dynamic web application can 'listen' to each user's favorite skin. 123flashchat.swf will then automatically load the skin under directory "skin/".
admin_mode		Boolean (0/1)	With this parameter, functions which are disabled in client.xml for ordinary users will be activated for the administrator. This will usually only need to be used in special circumstances. By default it is 'false'. For example: in client.xml,

			if you configure it to: <visiblePasswordInput value="false"/> then you block yourself from entering a password to enter the admin panel. If this is the case, with admin_mode = 1, you can resolve this problem. You can create a special html file or dynamic webpage with this parameter to give the admin a control panel.
init_ad		Boolean (0/1)	This will enable or disable the 'advertisment banner' function. init_ad=1/0 This parameter has a higher priority over the value of advertisingBanner in client.xml.
loading_bkground		Boolean (0/1)	This defines whether the loading background appears or does not appear. The default value is set to 1 Usually you will not need to use this interface. If you need a loading number without a background image, you can set the loading background value to 0.
init_private		String	The receiver name in the destination room.
init_private_message		String	Words you would like to start with.
init_listroom		String	This API can be added using html code by admin to ensure that only specific rooms can be visible in the room

			list. Devide rooms using ",". For example: init_listroom="1,3,5"
init_invisible		Boolean(1/0)	This API can be added using html code by admin to set default value of admin's visible. If this value is "1", admin will be set invisible as default when login.

HTML Chat Parameters

Introduction

Html Chat Parameters Sample

Html Parameters List (123flashchat.html)

Introduction

123 Flash Chat Client offers a group of parameter interface so that it can make the system support passing parameters from outer sources to initialize some settings. Html Chat Client supports passing parameters with http get, and all parameters should follow up 123flashchat.html.

Chat Client Parameters Sample

http://yourdomain.com/client/htmlchat/123flashchat.html?init_user=123&init_room=1

HTML Chat Parameters List (123flashchat.html)

Parameter	Default value	type	Description
init_group	default	String	the group's value
init_host	*	String	the primary server's host value

init_port	51127	Number	the primary server's port value
init_host_s	*	String	the secondary server's host value
init_port_s	51128	Number	the secondary server's port_value
init_host_h	*	String	the HTTP server's host value
init_port_h	35555	Number	the HTTP server's port value
init_user		String	User's name
init_password		String	User's password
init_root		String	The init_root is the string of an URL or a directory. It is only useful when the chat html file and the 123flashchat.swf are located in different directories. With init_root, the swf can automatically load the skin folder under the specified root directory: Note: please add a slash at the end of this value, It should look like the following: http://www.yourhostname.com/yourdir/ It should NOT look like the example below: http://www.yourhostname.com/yourdir
init_room		Number / String	init_room=room id or init_room=room name To be effective, this parameter must be used in conjunction with the other two parameters: init_user and init_password.
init_room_pwd		String	If the room is password protected, you need to set init_room_pwd

			(init_room_pwd=) Of course init_room_pwd is not obligatory.
init_mode		String	If you set this parameter's value "simple", the right panel of the chat window won't be displayed.

Avatar Chat Parameters

Introduction

Avatar Chat Client offers a group of parameter interface so that it can make the system support passing parameters from outer sources to initialize some settings. Avatar Chat Client supports two ways of passing these parameters.

1. Passing parameters with http get, all parameters should follow up avatarchat.swf.

2. If you use openSWF(123flashchat.swf, '634', '476') to embed Avatar Chat Client to your web page, these parameters should be defined with javascript declaring variables before invoking the openSWF().

Avatar Chat Parameters Sample

```
<script src="123flashchat.js"></script>
<script language="javascript">
init_user="myusername";
init_password="mypassword";
init_room=1;
view_private=true;
init_avatar="boy";
init_host ="www.123flashchat.com";
init_port="80";
init_group="default";
openSWF('avatarchat.swf','800','600');
</script>
<noscript>
<DIV id="flashchat">
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=6,0,
```

19,0" WIDTH="800" HEIGHT="600" id="topcmm_123flashchat">
<PARAM NAME=movie
VALUE="avatarchat.swf?init_user=myusername&init_password=mypassword&init_room=1&
view_private=true&init_avatar=boy&init_host=www.123flashchat.com&init_port=80&init_group
=default">
<PARAM NAME=quality VALUE="high">
<PARAM NAME="menu" value="false">
<EMBED
src="avatarchat.swf?init_user=myusername&init_password=mypassword&init_room=1&
view_private=true&init_avatar=boy&init_host=www.123flashchat.com&init_port=80&init_group
=default" quality=high menu=false WIDTH="800" HEIGHT="600"
TYPE="application/x-shockwave-flash"
PLUGINSPAGE="http://www.macromedia.com/go/getflashplayer" scale="noscale"
name="topcmm_123flashchat" swLiveConnect="true"></EMBED>
</OBJECT>
</DIV>

Avatar Chat Parameters List (avatarchat.swf)

Parameter	Default value	type	Description
init_group	default	String	the group's value
init_host	*	String	the primary server's host value
init_port	51127	Number	the primary server's port value
init_user	username	String	User's name
init_password		String	User's password
init_room		number	Your users can skip the room list page and automatically log directly into a specific avatar chat room. "Init_room" could help users with auto-login-room.
init_lang		String	This parameter helps the avatar chat client to load a defined language file. init_lang in HTML code will disable the language value in the client.xml because init_lang has a higher priority.

			In this way, a dynamic web application can choose to show the local language for specific users in that country.
view_private		Boolean (true/false)	Whether or not to display the private message window when user enters a room.
init_avatar		String	Predefine the gender icon of the user. blueman/ orangeman / redwoman / whitewoman (avatar SWF file name)

Data API

Introduction
JavaScript
XML

Query Data API List
Get Rooms Data API
Request
Response
JavaScript Example
XML Example
Get Room Online Users API
Request
Response
JavaScript Example
XML Example
Get Online API
Request
Response
JavaScript Example
XML Example

Push Data API List
Talk Message API
System Message API
Broadcast API

Introduction

123 Flash Chat HTTP Server provides some useful data APIs for the third-party application to invoke data by an HTTP request.
The chat HTTP server enables two types of request and response. Please refer to Data API for detailed information of Data API settings.

JavaScript

Request Format: http://<123 Flash Chat HTTP server IP or domain>:port/DataAPIName.js
Response Format: var variable = (JSON format);
About how to handle the JSON format, refer to http://www.json.org/

XML:

Request Format: http://<123 Flash Chat HTTP server IP or domain>:port/DataAPIName.js
Response Format: Standard XML Format

Query Data API List

Get Rooms Data API

This API is used to get the room list from the HTTP server of the chat.

Request

Data API name: rooms (.js or .xml)
Request URL: <123 Flash Chat HTTP server IP or domain>:port/

HTTP get parameters:

group: group name (eg: group=default)
listrooms: specify the return room list by room's ID, room'id split by "," (eg: listroom=1,2,3)

These two HTTP get parameters are not obligatory to follow the HTTP request URL.

Response

Response Data Attributes Description:
id: unique id
name: name
max: max user limit
desc: description
count: current users amount
owner: moderator list, split by ","
speaker: speaker list, split by ","
wm: welcome message
memberonly: whether the unregistered guest has the permission to enter or not.
passallmessage: whether to activate the moderated-chat module or not (0 means disabled / 1 means activated.)
en: room status is open or close (0 means closed / 1 means opened)
st: it determines the room will only be displayed in the avatar chat client, or in the text chat room list as well. (0 means displayed in text chat room list too, 2 means only displayed in the avatar chat client side.)

JavaScript Response Data Format:
var rooms =[{"max":200,"desc":"Tip: Here you may test enter, exit room, private chat,
etc.","count":0,"speaker":"","wm":"","memberonly":"0","passallmessage":"1","id":"1","pwd":"0","name":"General
Test","owner":"admin","en":"1","st":0}];

XML Response Data Format:
<rooms>
<room en="1" name="General Test" id="1" owner="admin" memberonly="0" desc="Tip: Here you may test enter, exit room, private chat, etc." count="0" passallmessage="1" pwd="0" max="200" wm="" st="0" speaker=""/>
</rooms>

JavaScript Example

The following HTML code will display the rooms' names, it can be copied and pasted to a new HTML file and run smoothly.
<html>

```
<head>
<script language="javascript"
src="http://localhost:35555/rooms.js"></script>
</head>
<body>
<script language="javascript">
document.write("Rooms List: <br/>");
var roomsLength=rooms.length;
for(var i=0;i<roomsLength;i++)
{
document.write(rooms[i].name);
document.write("<br/>");
}
</script>
</body>
</html>
```

XML Example

You could use any program language to request the URL: http://localhost:35555/rooms.xml, and parse the XML response.

Get Room Online Users API

This API is used to get the user list of a special room from chat HTTP server

Request

Data API name: roomonlineusers(.js or .xml)

Request URL: http://<123 Flash Chat HTTP server IP or domain>:port/

HTTP get parameters:
group: group name (eg: group=default)
roomid: specify to get which room's user list (eg: roomid=1)
These two HTTP get parameters are not obligatory to follow the HTTP request URL.

Response

Response Data Attributes Description:
name: user's name
nickname: user's nickname

JavaScript Response Data Format:

```
var roomonlineusers=[{"nickname":"owen","name":"owen"}];
```

XML Response Data Format:

```
<roomonlineusers>
<user nickname="owen" name="owen"/>
</roomonlineusers>
```

JavaScript Example

The following code will display the user's nickname in a room, you could copy and paste the following code into a new html file and run it.

```
<html>
<head>
<script language="javascript"
src="http://localhost:35555/roomonlineusers.js"></script>
</head>
<body>
<script language="javascript">
var roomOnlineUsersLength=roomonlineusers.length;
document.write("Room Online User List: <br/>");
for(var i=0;i<roomOnlineUsersLength;i++)
{
document.write(roomonlineusers[i].nickname);
document.write("<br/>");
}
</script>
</body>
</html>
```

XML Example

You could use any program language to request the URL: http://localhost:35555/ roomonlineusers.xml, and parse the xml response.

Get Online API

This API used to get the group chat connections, logon users and chat rooms.

Request

Data API name: online (.js or .xml)

Request URL: http:// <123 Flash Chat HTTP server IP or domain>:port/

HTTP get parameters:
group: group name (eg: group=default)
This HTTP get parameters are not obligatory to follow the HTTP request URL.

Response

Response Data Attributes Description:
cn: chat connections
ln: logon users
rn: chat rooms

JavaScript Response Data Format:
var online ={"ln":1,"cn":2, "rn":10};

XML Response Data Format:
<online ln="1" cn="2" rn="10" />

JavaScript Example

The following html code will display the group chat connections, logon users and chat rooms, you could copy and paste following code to a new html file and run it.

```
<html>
<head>
<script language="javascript"
src="http://localhost:35555/online.js"></script>
</head>
<body>
<script language="javascript">
```

```
document.write("Chat connections: "+ online.cn);
document.write("<br/>");
document.write("Logon users: "+ online.ln);
document.write("<br/>");
document.write("Chat rooms: "+ online.rn);
</script>
</body>
</html>
```

XML Example

You could use any program language to request the URL: http://localhost:35555/online.xml, and parse the XML response.

Push Data API List

Talk Message API

Request

Data API name: talkmessage.api

Request URL: http://<123 Flash Chat HTTP server IP or domain>:port/

HTTP get parameters:

msg: the message will be send to a room or a user (obligatory, the msg's value couldn't be

empty)

group: group name (not obligatory, default value is "default")

roomid: specify the room will receive the message (not obligatory, default value is "1")

username: specify the username who send the message (not obligatory, default value is "admin")

destusername: specify the username who will receive the message (not obligatory, default value

is null)

p: specify the message type, p=0 means public message, p=1 means private message, it must be

used with the parameter "destusername" together when p=1 (not obligatory, default value is "0")

b: specify whether the message is bold font (not obligatory, default value is "0")

u: specify whether the message is underline font (not obligatory, default value is "0")

i: specify whether the message is italic font (not obligatory, default value is "0")

fontsize: specify the message's font size (not obligatory, default value is "12")

fontface: specify the message's font face (not obligatory, default value is "Arial")

color: specify the message's font color (not obligatory, default value is "0x000000")

Response

Success: 0

Error status code meaning:

403: forbidden error, please check your data-api settings in <123flashchat installation directory>/server/etc/groups/default/server.xml

404: request parameters error or request API address error, please check your request URL.

Example

Simple Example:

http://localhost:35555/talkmessage.api?msg=123flashchat

Advanced Example:

http://localhost:35555/talkmessage.api?msg=123flashchat&group=default&roomid=1&username=admin&destusername=&p=0&b=1&u=1&i=1&fontsize=12&fontface=arial&color=0x000000

System Message API

Request

Data API name: systemmessage.api

Request URL: http://<123 Flash Chat HTTP server IP or domain>:port/

HTTP get parameters:

msg: the system message will be displayed in the room(obligatory, the msg's value couldn't be empty)

group: group name (not obligatory, default value is "default")

roomid: specify the room will receive the system message (not obligatory, default value is "1")

b: specify whether the message is bold font (not obligatory, default value is "1")

u: specify whether the message is underline font (not obligatory, default value is "0")

i: specify whether the message is italic font (not obligatory, default value is "0")

fontsize: specify the message's font size (not obligatory, default value is "12")

color: specify the message's font color (not obligatory, default value is "0x346AA0")

Response

Success: 0

Error status code meaning:

403: forbidden error, please check your data-api settings in <123flashchat installation directory>/server/etc/groups/default/server.xml

404: request parameters error or request API address error, please check your request URL.

Example

Simple Example:

http://localhost:35555/systemmessage.api?msg=123flashchat

Advanced Example:

http://localhost:35555/systemmessage.api?msg=123flashchat&group=default&roomid=1&b

=1&u=0&i=0&fontsize=12&color=0x346AA0

Broadcast API

Request

Data API name: broadcast.api

Request URL: http://<123 Flash Chat HTTP server IP or domain>:port/

HTTP get parameters:

msg: the broadcast message will be send to the whole group or to a room (obligatory, the msg's value couldn't be empty)

group: group name (not obligatory, default value is "default")

roomid: specify the room will receive the message (not obligatory, default value is empty)

username: specify the username who send the message (not obligatory, default value is "admin")

Response

Success: 0

Error status code meaning:

403: forbidden error, please check your data-api settings in <123flashchat installation directory>/server/etc/groups/default/server.xml

404: request parameters error or request API address error, please check your request URL.

Example

Simple Example:

http://localhost:35555/broadcast.api?msg=123flashchat

Advanced Example:

http://localhost:35555/broadcast.api?msg=123flashchat&group=default&roomid=&username=admin

Related links:

Server API

Introduction
Get Server Running Status from the files
Get numbers
Get username list of each room
Send command to server to push or query the real-time data
Add room
Delete room
Edit room
Broadcast
Private message
Start group
Stop group

Introduction

123 Flash Chat Server provides some userful server APIs for the third-party application to invoke data using socket or read room or user data from server data folder.

Get Server Running Status from the files

When a chat server is running, some parameters are stored in text files which can be read by your application. Useful information can be extracted from them.

This feature is included in the standard version of 123 Flash Chat.

Get numbers

To obtain a current connection number, the logon user number and the room number from a record file, use the following format:
<123FC installation directory>/server/data/default/online.txt

This file will real-timely change according to the chat room status.

Format:

<connection number >|<logon user number>|<room numbers>
Sample: 230|180|10
The example above shows that there are 230 connections on the chat server, 180 of them have logged in and there are 10 chat rooms altogether.
This data can be read and displayed in php, asp or other dynamic webpages.

Get username list of each room

You can display the user name list of each room on your webpage by retrieving data from "room_*.txt".

In the <123 installation directory>/server/data/default/, you can find the following files:
"room_1.txt ", "room_2.txt", etc.
These files store the online user lists of relevant rooms. These will keep changing depending on the changes of specific rooms.

Send command to server to push or query the real-time data

This feature can be very handy for an advanced user.
With it you can develop an application to connect to the chat server via a socket. Then a TCP string command can be sent to push or query the real-time data.

In "<123flashchat installation directory>/server/etc/groups/default/server.xml" file you will find:
<Server-API enable="On">
<!-- auth-password
Only commands made using the right key (password) will be authorized by the chat server and will be effective.
-->
<auth-password>3874-3459-9293-2194</auth-password>
<!-- allow-access-from-ip
Only commands from this IP address are legitimate.
If it is set to " *", then commands from all IP address will be valid.
This will not be secure.
-->
<allow-access-from-ip>127.0.0.1</allow-access-from-ip>
</Server-API>

The socket message string being sent is in standard syntax which will appear as shown below:
<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="api_pwd_in_default.xml_file" type="command_type" "command_parameters...." />

Note:

Remember to terminate XML-commands with a zero byte.

add_room

Rooms can be added on the fly using the 'add room' command.
The following parameters are indispensable:

Parameter	Type	Default Value	Description

group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server api password defined in "server.xml"->Server-API->auth-password
type	String	add_room	Specify the type of the command being sent.
name	String		Expected room name
owner	String		New room moderator
desc	String		New room description
max	Number		max number of people the new room can hold
speaker	String		New room speaker
member	Boolean(0/1)		Enable or disable guest to enter room. 0 means disable 1 means enable
pwd	String		New room password
passallmessage	Boolean(0/1)		Enable or disable the moderator chat mode.(need moderator chat module) 0 means disable 1 means enable
en	Boolean(0/1)		The room status is open or close 0 means close 1 means open

st	Number		It determines the room will only be displayed in the avatar chat client, or in the text chat room list as well. 0 means it will be displayed in text chat room list too. 2 means it will be only displayed in the avatar chat client side.
wm	String		The room's welcome message
audio	Boolean(0/1)		Enable or disable audio in the room, it needs audio video module. 0 means disable 1 means enable
video	Boolean(0/1)		Enable or disable video in the room, it needs audio video module. 0 means disable 1 means enable
wb	Boolean(0/1)		Enable or disable white board in the room, it needs white board module. 0 means disable 1 means enable
roomOpen	Element		(Only supported when user have event chat module)
roomOpen->Time	Element		
Time->o	String		Option: day1~day31 special
Time->e	String		End time
Time->s	String		Start time

A full sample of this command is shown below:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default"
api_pwd="3874-3459-9293-2194" type="add_room" name="test room"
owner="aaa" desc="room for test" max="200" speaker="bbb" member="false"
pwd="" passallmessage="true" >
<roomOpen>
<Time o="day2" e="10:00:00" s="00:00:00"></Time>
</roomOpen>
</Command>
```

php sample code

How to use above server APIs with php to send command to chat server, here is the sample code:

```
<?php
$host = "127.0.0.1";
$port = 51127;
$apiCommand = '<?xml version="1.0" encoding="UTF-8"?><Command group="default"
api_pwd="3874-3459-9293-2194" type="add_room" name="test room" owner="aaa" desc="room
for test" max="200" speaker="bbb" member="false" pwd="" passallmessage="true" >';
$result = "";
$resultDoc = "";
$fp = @fsockopen($host, $port, &$errno, &$errstr, 2);
if(!$fp)
{
echo "Failed to excute api command,maybe host chat server is not started";
}
else
{
fputs($fp,$apiCommand."\0");
while (!feof($fp))
{
$resultDoc .= fgets($fp, 1024);
$resultDoc = rtrim($resultDoc);
}
$parser = xml_parser_create("UTF-8");
xml_parser_set_option($parser, XML_OPTION_CASE_FOLDING, 0);
xml_parser_set_option($parser, XML_OPTION_SKIP_WHITE, 1);
if (!xml_parse_into_struct($parser, $resultDoc, $values, $tags))
{
printf("XML error: %s at line %d while parsing entity n",
xml_error_string(xml_get_error_code($parser)),
```

```
xml_get_current_line_number($parser));
echo "xml parse error";
}
else
{
print_r($values);
xml_parser_free($parser);
fclose($fp);
}
}
?>
```

For advanced details, please check webpage:
http://www.123flashchat.com/addroom-serverapi.html

del_room

Rooms can be deleted dynamically using this command.

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server api password defined in "server.xml"->Server-API->auth-password
type	String	del_room	Specify the type of the command being sent.
room_id	Number		The id of the room which is needed to be removed.

A full sample of this command can be seen below:
<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="del_room" room_id="1" />

PHP sample code

How to use above server APIs with php to send command to chat server, here is the sample code:

```
<?php
$host = "127.0.0.1";
$port = 51127;
$apiCommand = '<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="del_room" room_id="1" />';
$result = "";
$resultDoc = "";
$fp = @fsockopen($host, $port, &$errno, &$errstr, 2);
if(!$fp)
{
echo "Failed to excute api command,maybe host chat server is not started";
}
else
{
fputs($fp,$apiCommand."\0");
while (!feof($fp))
{
$resultDoc .= fgets($fp, 1024);
$resultDoc = rtrim($resultDoc);
}
$parser = xml_parser_create("UTF-8");
xml_parser_set_option($parser, XML_OPTION_CASE_FOLDING, 0);
xml_parser_set_option($parser, XML_OPTION_SKIP_WHITE, 1);
if (!xml_parse_into_struct($parser, $resultDoc, $values, $tags))
{
printf("XML error: %s at line %d while parsing entity n",
xml_error_string(xml_get_error_code($parser)),
xml_get_current_line_number($parser));
echo "xml parse error";
}
else
{
print_r($values);
xml_parser_free($parser);
fclose($fp);
}
}
?>
```

edit_room

Rooms can be edited dynamically using this command.

The following parameters are indispensable:

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server api password defined in "server.xml"->Server-API->auth-password
type	String	edit_room	Specify the type of the command being sent.
roomid	String		The id of the room which is needed to be edited.
name	String		Expected room name
owner	String		New room moderator
desc	String		New room description
max	Number		max number of people the new room can hold
speaker	String		New room speaker
member	Boolean(0/1)		Enable or disable guest to enter room 0 means disable 1 means enable
pwd	String		New room password

passallmessage	Boolean(0/1)		Enable or disable the moderator chat mode.(need moderator chat module) 0 means disable 1 means enable
en	Boolean(0/1)		The room status is open or close 0 means close 1 means open
st	Number		It determines the room will only be displayed in the avatar chat client, or in the text chat room list as well. 0 means displayed in text chat room list too. 2 means only displayed in the avatar chat client side
wm	String		The room's welcome message
audio	Boolean(0/1)		Enable or disable audio in the room, it needs audio video module. 0 means disable 1 means enable
video	Boolean(0/1)		Enable or disable video in the room, it needs audio video module. 0 means disable 1 means enable
wb	Boolean(0/1)		Enable or disable white board in the room, it

			needs white board module. 0 means disable 1 means enable

A full sample of this command is shown below:

<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="edit_room" roomid="3412" name="new name" owner="new_owner" desc="new_desc" max="300" speaker="new_speaker" member="true" pwd="new_pwd" passallmessage="false" />

PHP sample code

How to use above server APIs with php to send command to chat server, here is the sample code:

```
<?php
$host = "127.0.0.1";
$port = 51127;
$apiCommand = '<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="edit_room" roomid="3412" name="new name" owner="new_owner" desc="new_desc" max="300" speaker="new_speaker" member="true" pwd="new_pwd" passallmessage="false" />';
$result = "";
$resultDoc = "";
$fp = @fsockopen($host, $port, &$errno, &$errstr, 2);
if(!$fp)
{
echo "Failed to excute api command,maybe host chat server is not started";
}
else
{
fputs($fp,$apiCommand."\0");
while (!feof($fp))
{
$resultDoc .= fgets($fp, 1024);
$resultDoc = rtrim($resultDoc);
}
$parser = xml_parser_create("UTF-8");
xml_parser_set_option($parser, XML_OPTION_CASE_FOLDING, 0);
xml_parser_set_option($parser, XML_OPTION_SKIP_WHITE, 1);
if (!xml_parse_into_struct($parser, $resultDoc, $values, $tags))
```

```
{
printf("XML error: %s at line %d while parsing entity n",
xml_error_string(xml_get_error_code($parser)),
xml_get_current_line_number($parser));
echo "xml parse error";
}
else
{
print_r($values);
xml_parser_free($parser);
fclose($fp);
}
}
?>
```

broadcast

This command will broadcast messages to every logon user, whether or not they have entered their username or entered a room.
The following parameters are indispensable:

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server api password defined in "server.xml"->Server-API->auth-password
type	String	broadcast	Specify the type of the command being sent.
userid	String		What name should be used to broadcast.
msg	String		Broadcast message.

A full sample of this command can be seen below:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default"
api_pwd="3874-3459-9293-2194" type="broadcast" userid="test"
msg="welcome to 123flashcaht" />
```

PHP sample code

How to use above server APIs with php to send command to chat server, here is the sample code:

```
<?php
$host = "127.0.0.1";
$port = 51127;
$apiCommand = '<?xml version="1.0" encoding="UTF-8"?><Command group="default"
api_pwd="3874-3459-9293-2194" type="broadcast" userid="test" msg="welcome to
123flashcaht" />';
$result = "";
$resultDoc = "";
$fp = @fsockopen($host, $port, &$errno, &$errstr, 2);
if(!$fp)
{
echo "Failed to excute api command,maybe host chat server is not started";
}
else
{
fputs($fp,$apiCommand."\0");
while (!feof($fp))
{
$resultDoc .= fgets($fp, 1024);
$resultDoc = rtrim($resultDoc);
}
$parser = xml_parser_create("UTF-8");
xml_parser_set_option($parser, XML_OPTION_CASE_FOLDING, 0);
xml_parser_set_option($parser, XML_OPTION_SKIP_WHITE, 1);
if (!xml_parse_into_struct($parser, $resultDoc, $values, $tags))
{
printf("XML error: %s at line %d while parsing entity n",
xml_error_string(xml_get_error_code($parser)),
xml_get_current_line_number($parser));
echo "xml parse error";
}
else
{
print_r($values);
xml_parser_free($parser);
```

```
fclose($fp);
}
}
?>
```

private_message

This allows a private message to be sent to a specific user.

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server api password defined in "server.xml"->Server-API->auth-password
type	String	private_message	Specify the type of the command being sent.
dest_uid	String		The receiver's userid
msg	String		Message to be sent
avatar	String		Avatar name in the message(could be "e1", "e2" ..."e32")
owner_uid	String		The sender's userid
owner_nick	String		The sender's nickname
b	"1" or "0"		1-bold font for the message being sent 0- not bold
i	"1" or "0"		1- italic font 0- not italic

u	"1" or "0"		1- underlined font 0- no underline
color	Hexadecimal Number		Color value must begin with "0x", eg: red is "0xFF0000"

A full sample of this command can be seen below:

<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="private_message" dest_uid="test" msg="hello world" emotion="e2" owner_uid="admin" owner_nick="admin" b="1" i="1" u="1" color="0xff00ff" />

PHP sample code

How to use above server APIs with php to send command to chat server, here is the sample code:

```
<?php
$host = "127.0.0.1";
$port = 51127;
$apiCommand = '<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="private_message" dest_uid="test" msg="hello world" emotion="e2" owner_uid="admin" owner_nick="admin" b="1" i="1" u="1" color="0xff00ff" />';
$result = "";
$resultDoc = "";
$fp = @fsockopen($host, $port, &$errno, &$errstr, 2);
if(!$fp)
{
echo "Failed to excute api command,maybe host chat server is not started";
}
else
{
fputs($fp,$apiCommand."\0");
while (!feof($fp))
{
$resultDoc .= fgets($fp, 1024);
$resultDoc = rtrim($resultDoc);
}
$parser = xml_parser_create("UTF-8");
xml_parser_set_option($parser, XML_OPTION_CASE_FOLDING, 0);
xml_parser_set_option($parser, XML_OPTION_SKIP_WHITE, 1);
```

```
if (!xml_parse_into_struct($parser, $resultDoc, $values, $tags))
{
printf("XML error: %s at line %d while parsing entity n",
xml_error_string(xml_get_error_code($parser)),
xml_get_current_line_number($parser));
echo "xml parse error";
}
else
{
print_r($values);
xml_parser_free($parser);
fclose($fp);
}
}
?>
```

start group

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group value has to be "default"
api_pwd	String	3874-3459-9293-2194	server api password defined in "server.xml"->Server-API->auth-password
type	String	start_group	Specify the type of the command being sent.

A full sample of this command can be seen below:

```
<?xml version="1.0" encoding="UTF-8"?><Command group="default"
api_pwd="3874-3459-9293-2194" type="start_group"/>
```

php sample code

How to use above server APIs with php to send command to chat server, here is the sample code:

```
<?php
$host = "127.0.0.1";
$port = 51127;
```

```
$apiCommand = '<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="start_group"/>';
$result = "";
$resultDoc = "";
$fp = @fsockopen($host, $port, &$errno, &$errstr, 2);
if(!$fp)
{
echo "Failed to excute api command,maybe host chat server is not started";
}
else
{
fputs($fp,$apiCommand."\0");
while (!feof($fp))
{
$resultDoc .= fgets($fp, 1024);
$resultDoc = rtrim($resultDoc);
}
$parser = xml_parser_create("UTF-8");
xml_parser_set_option($parser, XML_OPTION_CASE_FOLDING, 0);
xml_parser_set_option($parser, XML_OPTION_SKIP_WHITE, 1);
if (!xml_parse_into_struct($parser, $resultDoc, $values, $tags))
{
printf("XML error: %s at line %d while parsing entity n",
xml_error_string(xml_get_error_code($parser)),
xml_get_current_line_number($parser));
echo "xml parse error";
}
else
{
print_r($values);
xml_parser_free($parser);
fclose($fp);
}
}
?>
```

stop group

Parameter	Type	Default Value	Description
group	String	default	group name, in the standard version, the group

			value has to be "default"
api_pwd	String	3874-3459-9293-2194	server api password defined in "server.xml"->Server-API->auth-password
type	String	stop_group	Specify the type of the command being sent.

A full sample of this command can be seen below:
<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="stop_group"/>

PHP sample code

How to use above server APIs with php to send command to chat server, here is the sample code:

```
<?php
$host = "127.0.0.1";
$port = 51127;
$apiCommand = '<?xml version="1.0" encoding="UTF-8"?><Command group="default" api_pwd="3874-3459-9293-2194" type="stop_group"/>';
$result = "";
$resultDoc = "";
$fp = @fsockopen($host, $port, &$errno, &$errstr, 2);
if(!$fp)
{
echo "Failed to excute api command,maybe host chat server is not started";
}
else
{
fputs($fp,$apiCommand."\0");
while (!feof($fp))
{
$resultDoc .= fgets($fp, 1024);
$resultDoc = rtrim($resultDoc);
}
$parser = xml_parser_create("UTF-8");
xml_parser_set_option($parser, XML_OPTION_CASE_FOLDING, 0);
xml_parser_set_option($parser, XML_OPTION_SKIP_WHITE, 1);
if (!xml_parse_into_struct($parser, $resultDoc, $values, $tags))
{
printf("XML error: %s at line %d while parsing entity n",
```

```
xml_error_string(xml_get_error_code($parser)),
xml_get_current_line_number($parser));
echo "xml parse error";
}
else
{
print_r($values);
xml_parser_free($parser);
fclose($fp);
}
}
?>
```

Friend List Integration

Friend List integration

The whole scenario is that the chat server will integrate the friendlist from an external database through dynamic application, like PHP, ASP, ASP.net or JSP if Friendlist module is enabled in chat server. The script will be used to add, remove, and query database.

Parameters List:

The following parameters and values should not be changed.

Parameter	Value	Description
action	%action%	This defines the action that the script will perform: 0:Query Friend 1:Add Friend 2:Remove Friend 3:Update Friend
username	%username%	This defines the user who will perform the action
destusername	%destusername%	This defines the user whose information entry the script will process
friendgroup	%friendgroup%	This defines the action that the server will perform.

The Application Return:

The application will return an xml-formatted string to chat server for further processing

Action	Necessary Parameter	Parameter example	Return
0:Query Friend	Action, username	Action=0&username=jack It indicates all of jack's friend will be returned	<UD> <FL> <g n="general"> <u n="tom"> </g> <g n="stranger"> <u n="rose">" </g> </FL> </UD This returning value indicates tom is jack's friend, rose is not jack's friend, but jack is rose's friend
1:Add Friend	Action, username, destusername, friendgroup	1. Action=1&username=jack&destusername=tom& friendgroup=general It means jack add tom as his friend 2. Action=1&username=jack&destusername=tom& friendgroup=stranger It indicates jack won't add tom as his friend	<FL r=" 0"> It indicates the friend is added successfully (if tom is already jack's friend before, it also returns success) <FL r=" 1"> It indicates it failed to add the friend
2:Remove Friend	Action, username, destusername	Action=2&username=jack&destusername=tom It indicates jack will remove tom from his friend list	<FL r=" 0"> It indicates the friend is removed successfully (if tom is already not jack's friend before, it also returns success) <FL r=" 1"> It indicates it failed to remove the friend
3:Update Friend	Action, username, destusern	Action=3&username=jack&destusername=tom& friendgroup=general.	

	ame, friendgroup	It indicates jack will "Add Friends" Action=3&username=jack&destusername=tom&friendgroup=stranger. It indicates jack will "Remove Friends"	

Sample configuration:

In <123flashchat installed directory>/server/etc/groups/default/server.xml <integrated-user-data url="http://yoursite/userdata.php?action=%action%&username=%username%&
destusername=%destusername%&friendgroup=%friendgroup%" charset="UTF-8" enable="On">
</integrated-user-data>

Sample Code (You can download sample code here.)

The sample Friendlist database can be generated from friendlist.sql.

The sample code could be used directly if you have imported the sample database and configure the user-data-url in server.xml
after restarting your chat server.

You could modify the value of following parameter integrate chat server with Friendlist table in your user databas.

$addFriendSql: The SQL sentence will add a friend.

$removeFriendSql: The SQL sentence will remove a friend.

$queryFriendSql: The SQL sentence will get "username" friendlist.

$opQueryFriendSql: The SQL sentence will get list that whose friend included "username".

$checkRowSql: The SQL sentence will check the existence of the username and destusername record in friend table.

$userNameRowField:The user name field in your user table.

$user->setDb($db): $db will be your database link.